Sourcebook 8
Robotech

About this book

This is the eighth sourcebook for Macross 2050. This book repeats the elements from Macross, Southern Cross, Mospeada and Megazone 23 as they were presented by Harmony Gold as Robotech. Names and information will be shown as it was in the Robotech story, with any other needed parts invented. This book will not cover Robotech III (Orguss) or Robotech 3000 since neither animation went into production. However it does cover what Sentinels information is available, as well as the new Shadow Chronicles material.

Although many Macross fans have come to pretty much despise Robotech, I've decided to write a final sourcebook based on Robotech so at least I will know there is one [relatively] accurate one out there. This is done mostly for the sake of completeness (and a personal sense of curiosity of the story and because all of these titles have forevermore been linked together through Robotech). This book will still use the appropriate information and I will try to correct or cut out all unnecessary Kevinisms (stuff Kevin Sembieda invented, or more likely, misinterpreted; such as the VF-1 Valkyrie's "nose lasers").

This sourcebook will not include adventure information from the Robotech RPG by Palladium books, which can be converted with minimal difficulty using the information in the Macross 2050 basebook and Sourcebook 4: Tech Manual. All that will be included in this sourcebook are main NPCs, mecha/vehicles and other technology, and the core storyline as well as translation notes between the original anime and how it changed in Robotech.

Lastly, I wish to make it known that I am using information found on various websites that has been corrected to make it logical and to fix *many* of the plot holes left by the original storyline. This means most of the information in this sourcebook will be different from the Robotech RPG books by Palladium books, and is going to be considered "canon" for the purpose of this book (considering Shadow Chronicles seems to use this same corrected timeline, it is now considered canon). Also, from time to time I may accidentally include a mecha or other piece of information that is fan-made and I'm not aware it is not "canon". To this point, I consider **all** of Robotech to be a professionally written fan-fiction to begin with, so it's all good. Robotech isn't *that* bad once you get past the terrible dubbing, plot holes, inconsistent storyline and Reba West..

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Preface

Robotech

Robotech, the 85 episode epic series as you know it, was derived from three entirely separate anime shows that aired in Japan in the early 1980's. The animation was edited together and a hybrid story was added to make the three separate series mesh together as one long epic story - Robotech. It was then brought to the U.S. and the rest of the world outside of Japan by Carl Macek and Harmony Gold. How, and more importantly, why did this happen?

Soon after the original anime series, Super Dimensional Fortress Macross became a hit in Japan in 1982 Harmony Gold purchased the U.S. and international distribution rights to the show from Tatsunoko Productions at the suggestion of Carl Macek after they asked him what show might translate well for North American audiences. Macek originally planned to simply translate Macross into English (i.e. dub it) and market it for broadcast or direct to video sale in the U.S. However, at the time a show in America needed at least 65 episodes in order to be syndicated and Macross only consisted of 36 episodes. The solution?

Harmony Gold acquired two other shows, Super Dimensional Cavalry Southern Cross and Genesis Climber Mospeada, which Macek tied together with Macross to make one gigantic epic story. It was rumored that for a time Macek and Harmony Gold considered just releasing the three shows as separate entities under the Robotech banner, much the way Gaiking, Grandizer, Danguard Ace, the Starvengers, and the Spaceketeers were aired under the title "Force Five." However, for whatever reason this idea never came to pass.

The linking of Macross with the two other anime series was done partially at the behest of the hobby company, Revell Inc., who initially helped fund the show and who

came up with the name "Robotech." Revell already had the rights to market many of the plastic model kits based on Macross and other Japanese shows and released them under the Robotech banner. Harmony Gold hammered out a deal with Revell and used the title for their TV series as well. As another interesting side note, there was also a two issue comic book series produced by DC Comics related to this original Robotech model line that preceded the Robotech television series. This comic series, which was originally meant to be three issues, featured none of the characters seen in the TV series and was completely unrelated, besides in name, to the television show.

The three anime were taken, edited a little for continuity's sake (this is why you see shots of the Robotech Masters in parts of the Macross Saga) as well as content (no nudity and less graphic violence), and slapped together in a relatively short amount of time and Robotech was created. Although controversial, it must be admitted that such an unprecedented feat had been pulled off quite well. Robotech was then released in America and worldwide (excluding Japan and other parts of Asia for obvious reasons).

Robotech the Motion Picture: The Untold Story

During 1985 as Robotech became more and more popular, a film publishing company named Cannon Films approached Harmony Gold to create a Robotech Motion Picture to be released in the summer of 1986. HG called upon Carl Macek to create for them the movie. Macek saw the time deadline as a major problem in creating original animation for the film, and so he went through Harmony Gold's vaults to find the part 1 of an OVA (Original Video Anime) called Megazone 23 (Megazone two-three). He created a prototype of the original version of how he wanted the film and edited it together removing sex and graphic violence and had it dubbed in English. Cannon Films reviewed it and complained there were "too many girls" and "not enough big robots." Carl Macek's worse fears soon came true.

As stated, Cannon Films disliked the original version of the Robotech Movie due to it having too many girls and not enough robots and guns. It wasn't a "Cannon Film" to them. They wanted Carl Macek to go back and edit scenes of another series into the film. Cannon themselves decided on the use of Southern Cross footage due to it being recent, however Macek protested that Megazone used 35mm film and Southern Cross used 16mm. He thought that they wouldn't match and 16mm blown up to 35 would look hideous. However, they demanded "less girls, more guns, more big robots!" and Macek finally gave them what they wanted. As well, Cannon Films hated the ending of Megazone 23 Part I and had Harmony Gold commission the original studio to produce a new 12 minute ending. Trying to combine unrelated stories together worked for Robotech, but failed badly for The Untold Story. Yet, Cannon watched the film and deemed that "Now That's a Cannon Film!" To this day, Carl Macek and Harmony Gold hate the movie and pretend it doesn't exist

Megazone 23 takes place on a giant colony ship in space as it returns towards earth. The interior of the vessel is a replica of Tokyo, Japan circa 1980's. With the footage used in the Robotech movie, this now takes place in Monument City in 2027. As with the original Robotech series, there are massive plot holes, inconsistencies and contradictions. The timeline below fixes most of those problems as it does with the series.

Robotech II: The Sentinels

Robotech II the Sentinels was intended to be a 65 episode sequel to the original Robotech animated television saga. Scripts for all episodes were written but only 3 episodes were completed before Matchbox International, the toy sponsor of the show, backed out. With limited funds the Robotech II project was cancelled. However the three completed episodes were edited into a single video known as Robotech II: the Sentinels. Robotech II primarily features the cast of the Macross saga but does have cast members from Robotech Masters, and Robotech the New Generation in addition to the 3 alien races of the various parts of the Robotech saga (human, Tirolian, Invid).

While the Robotech Expeditionary Force is in route to the homeworld of the Robotech Masters they discover a variety of worlds occupied and under Invid domination. The inhabitants of these planets are known as the Sentinel races. In the Robotech video which was released, the Sentinels were not even revealed or mentioned because of the brevity of material covered. The Robotech II storyline was adapted via comic books published by Eternity Comics, and Academy Comics and the full meaning of the Sentinels and their importance can be witnessed in the medium of comic books.

The Robotech II video as released showed the wedding of Rick Hunter and Lisa Hayes in addition to the ultimate defeat of the Robotech Masters.

Robotech III: The Odyssey

The Odyssey was to be the planned conclusion to the Robotech universe within Macek's vision, but it was never made or started. It would have ran 110 episodes long using mostly newly-drawn animation (for once). This was to be Carl Macek's second creation after Robotech II: The Sentinels and would have worked better with it than the original Robotech TV series, even though Macek was trying to complete the TV Series in this way. Some sources close to Macek also report that, if he had managed to secure the animation rights to Orguss (rights to the models were already available, thanks to the Revell model series deal that lent Robotech its name), Orguss' 35 episodes would have made up 1/3 of Odyssey, probably as a tale of events on Earth occurring while Scott Bernard was absent (and reducing the need for newly-drawn episodes from 110 to 75).

If the Odyssey was made, it was going to pick up where The New Generation and end of Robotech II: The Sentinels left off. It would be partly about Scott Bernard's search for the SDF-3 as well as the ship's final fate. Macek has written that the SDF-3 would have time traveled back into the past to the days before the birth of Zor. The SDF-3's crew would become citizens of the Robotech Masters' homeworld and change time by becoming a part of its history. However, to preserve their own, the events would have to repeat and Zor would be born. History would repeat itself and Zor would launch his Space Fortress. The final episode of Robotech III: The Odyssey would be of Zor dying and his Space Fortress being launched off into space to one day crash on Earth. The next episode after that would be Booby Trap, episode 1, of the original series which in turn will create an endless loop within the Robotech universe. This was Macek's idea of completing and ending Robotech. However, this series was never made as said, and these events are not thought of as authentic/correct or even real since the series was never created and would likely not be authentic anyhow.

Robotech 3000

Robotech 3000 was Harmony Gold's first attempt at having a new Robotech series being created after long 13 years in 1999. The series was going to be completely made in 3-D Computer Graphics by Netter Digital Entertainment with Carl Macek working on the storyline. It had very little to do with the Robotech universe that we knew. The preview footage that was developed for showing, was shown at an Anime Convention. Everyone who saw it, hated it to death.

Robotech 3000 was seemingly about the far future where Robotechnology allowed an intergalactic federation to remain at peace for over 600 years. However, the future now foresees their machines turning against them taking a life of their own. This new threat is first seen by the Corsair, a cruiser-type ship, with its crew commanded by Captain Noble on a remote mining colony. A Veritech excavator runs amuck and attempts to destroy the landing party. It will be up to the Corsair's crew to discover this new mystery and put a stop to it. In no way is this series authentic/correct part of the Robotech continuity.

Robotech: The Shadow Chronicles

This movie debuted in 2006 with all-new material that continues at the end of the Third Robotech War in 2044. The story begins with a five-part comic dealing with the treachery of Edwards and his use of the Regent's forces. After this is the movie Robotech: The Shadow Chronicles, which begins by recapping and expanding upon the last two episodes of the Robotech series and setting up the story for the betrayal of the REF by the Haydonites. There were plans for a Shadow Chronicles TV series to continue the storyline in 2009, but it never happened.

The Sentinels Curse

There has been a longstanding joke about the Sentinels Curse upon Harmony Gold as every Robotech sequel they have attempted has failed miserably. Finally in 2007, the Sentinel Curse appears to have been broken with the release of the Shadow Chronicles movie.

With it now being 2012 and nothing to be heard about the Shadow Chronicles series, it seems the curse persists...

*The sequel has been put on "indefinite hiatus" due to the live action movie being worked on. Of course the movie will have nothing to do with the Shadow Chronicles...

Robotech vs. Macross

Robotech by far is a more grim and dark setting compared to Macross.

In the Macross saga, humanity joins with the Zentraedi and spread out to colonize possibly a hundred different star systems. Some of the colony fleets are destroyed or nearly so, but in general the advancement of humanity and technology continues at a steady pace.

In Robotech, humanity is assaulted by alien forces *four times* in the course of 40 years. First the Zentraedi wipe out 90% of humanity, then the Robotech Masters arrive and cripple what little defenses have been built, then the Invid conquer the earth and almost immediately after repelling the Invid, the REF's allies, the Haydonites, betray the REF and begin attacking. The storyline gives the impression that only a couple hundred

Zentraedi survive on earth or Moon Base Aluce II, and that humanity has been steadily dwindling under the constant invasions.

Changes into Robotech (excluding NPC and specific unit names)

Original	Robotech
Variable Fighter	Veritech (short for Variable Technology)
Protoculture (people)	Robotech Masters
Zor	Robotech Masters, rogue faction Disciples of Zor
Inbit	Invid
Reaction Weapon	Reflex Weapon
Overtechnology	Robotechnology
A patch of weeds	Flower of Life (protoculture energy source)

Robotech Masters

In Southern Cross they were the Zor. In Robotech, there doesn't seem to be any emphasis on the Southern Cross version's information/decision/action roles, or the unfettered/individualist traits, so they are ignored in Robotech.

Technology Notes

Because Robotech does not use any information from any Macross series other than the original, the following notes apply to the Base Rulebook and Tech Manual.

Gunpods – Only the GU-11 is valid.
Missiles – Use the missile chart under Chapter 3: The Earth United Government.
Systems – The following do not exist: 2nd/3rd generation active stealth, BDI/BCS, mecha-scale pinpoint barrier system, inertial dampening system, inertial store capacitor, fold quartz or any system using it, biological anti-G system, holographic cockpit display, sound booster, EX suit, MDE weaponry, SW-AG energy converting armor or SES.
Races – No Protoculture, Protodeviln, Varauta or Zolan. This also means none of the animals from Macross carry over, such as the giant sauro bird, hydra or Eden chickens.
VF Series – Only the VF-1 (-A, -D, -J, -S, -C, Strike, and Super), VT-1 and VE-1 exist.*
Destroids – Only the Tomahawk, Spartan, Monster Mk II, Defender and Phalanx exist. No earlier or later variants are in Robotech (some sources state these variants do exist in Robotech). Robotech has its own destroid descendants.*
Cybertechnology – None have been seen other than the Zentraedi ocular implant.
Optional Systems – Only the endo-outer space multi-missile system exists.
FAST Packs – Only the following can be used: NP-BP-01, NP-BP-02, NR-BP-T1, NR-BP-E2, NP-AR-01, NP-AU-T1, NR-SR-03/NR-SL-03, NP-FB-01, NP-FB-T1 and NP-FS-E3. Also the GBP-1S system is allowed.
Spiritia – Spiritia is not used; thus the anima spiritia template, Protodeviln or any spiritia powers are not allowed. Some races have spiritia-like powers, which are covered under psychic abilities.
* Some further original Macross mecha may be included in Robotech, based partly on the original VF-X program. As with their original Macross counterparts, these mecha will be completely optional.

Conversion Notes

I wish to make it clear that any mecha, capital ships or technology "translated" over from Macross, Southern Cross or Mospeada will retain their appropriate stats except for very specific changes. For instance, the VF-1 Valkyrie will have the same stats and equipment, with the only change being that the powerplant changes from fusion to bio-energy (protoculture); thus there will be no "nose lasers" or other Kevinism features.

Likewise, the Zentraedi change from being around 30' tall in Macross to being around 40' or more in Robotech, putting them into Mekton scale. In this game system they will retain their roadstriker scale stats and all information will state their 30' height. If the GM wishes to use their imagined height, then they are free to recalculate their stats.

2044

The current Shadow Chronicles date. The current state of the UEEF is fairly sad. After the earth is invaded three times in 35 years, the population of Earth is war-torn, depleted and dispirited.

* All Earth military and government has collapsed and is on the brink of total anarchy, as there is no longer any functional RDF or TSC to keep the peace and the REF is busy preparing for yet another war
* Immediately after the "defeat" of the Invid, the REF/UEEF is betrayed by the Haydonites and the 4th Robotech War starts
* Potentially *all* of the REF mecha and capital ships are compromised
* There is less than *one year's* worth of protoculture left, then the REF is defenseless
* The detonation of *no less than eight* neutron-S warheads at Space Station Liberty near Jupiter's orbit may well doom the entire solar system with a supermassive black hole

Earthbound Campaign

As stated above, the Earth has suffered through three Robotech Wars in 35 years, and now another one has started. The first RW reduced humanity to approximately 10% of its original population. The second RW devastated what little humanity had been able to rebuild, leaving the door wide open for the Invid. The third RW left the Earth under the domination of space slugs for nearly a decade before the REF could be bothered to come back and help; and then when they couldn't win they were going to burn the entire Earth down. Some heroes they are.

By 2044 most humans on Earth want nothing more to do with aliens, and most may well be extremely xenophobic by now. The Zentraedi, the Robotech Masters and the Invid.. all attacked the Earth to find some stinking alien weed? Many are beginning to believe Anatole Leonard was right to distrust the aliens. Many will also feel the REF and the Admirals Hunter have betrayed humanity to go help aliens fight other aliens while Earth suffered alone. And now the REF is allowing all these aliens to join them! (Although the vast majority of civilians are not going to know about the existence of the Sentinels.)

Those that still see the REF as the "good guys" may enlist as an alternative to scratching out an existence in the dirt (as they may see it).

An earthbound campaign might see outright rebellion against the REF and their alien cohorts. It would not be unlikely for research into traditional fusion powerplants to begin as a replacement for the loss of protoculture.

REF Campaign

By 2044, most of the current generation of personnel were born in space or on Tirol, and may not have much connection to the Earth. With the outbreak of the 4th Robotech War against the Haydonites, and the loss of protoculture stores, the REF has its hands too full to be much help rebuilding on Earth.

The face of the REF will have changed. The REF has opened recruitment to the sentinel races, and many sentinels join up to pay back what they feel is a debt of honor for the REF's part in liberating their races. In particular, many Praxians join up as warriors, Tirolians join the various science details and Karbarrans join the engineering corps.

Chapter 1 – The Robotech Saga

The Robotech saga was comprised of ~~three~~ four different anime series, and as such, the storyline was cobbled together. As it stands, the official timeline of Robotech leaves many holes that you could fly a Zentraedi battleship through. The following timeline (drawn from Robotech 2060 website, and adopted by Harmony Gold as canon) fixes most of the problems while still keeping with the flavor of Robotech.

From what has been seen of the new series, Shadow Chronicles, the story takes place in 2044 with the defeat of the Invid and the introduction of a new enemy. This marks the first new material since the scrapped Sentinels storyline in 1986.

Timeline entries that are not reconciled are in blue.

Robotech Timeline

June 1995

- The international scientific community launches a space station known as "The New Frontier", designed as a message of international peace and understanding. However, forces in various governments see this station as a perfect tactical weapons base. Disputes over ownership trigger World War III.

July 1999

- A massive meteorite falls on Macross Island in the South Pacific Sea. Investigations by the United States reveal it to be an uninhabited spacecraft of extraterrestrial origins. The truth of the matter is concealed, and it is reported as just a meteor.
- The nations of the world, who are engaged in a global war at the time, call a cease-fire to assess the alien threat.

August 1999

- Official investigation of the derelict alien spacecraft begins. The crash site on Macross Island is designated a UN sphere of jurisdiction.
- The global war officially ends, though the terms are not satisfactory to all parties.

September 1999

- According to the first top secret report of the study of the alien spacecraft, it is discovered that the ship is military in nature, and its crew are on average, six times the size of human beings, with exceptional individuals exceeding fifty feet in height.
- Terrified by the all too real prospect of invasion from deep space, a campaign is initiated to unite the Earth under one unified government.

January 2000

- Development of weapons systems for use in combat against the giant alien threat begins.

June 2000

- The construction of the Super Dimension Fortress-1 (SDF-1) is formally announced to the world, though the true nature of its underlying alien technology is kept "top secret".
- Framing plan for a united Earth government is officially proclaimed.

September 2001

- "Project Excalibur", the first attempt at developing a Robotechnology-based weapons system is begun. Designed for ground combat, this project eventually leads to the development of the Destroid mecha.

February 2002

- "Project Valkyrie", a proposal for the development of a variable configuration, all-purpose Robotech combat system is introduced.

May 2002

- Construction of the first Earth Defense Command Center begins in secret in a remote area of Alaska.

April 2003

- Construction of ARMD ("Armor") series of space carriers begins in low Earth orbit.

January 2005

- United Nations of Earth government is officially established.

March 2005

- Intensive flight tests of the VF-X-1 are conducted by ace test pilot Lieutenant Roy Fokker.

June 2006

- The MBR-04 Destroid Excalibur, the first successful combat-ready mecha resulting from "Project Excalibur", enters service.
- Variants of the basic chassis of this Destroid are also developed, resulting in the Destroids "Defender", “Gladiator” and "Phalanx".

March 2007

- Mass production of the Veritech VF-1 series begins.

January 2009

- VF-1 series begins operational deployment. Usage is limited to fighter-mode configuration only in order to maintain absolute secrecy surrounding the true mission capabilities of the Veritech.

February 2009

- Official launch ceremonies celebrating the maiden voyage of the SDF-1 begin on Macross Island.
- A Zentraedi fleet, led by Commander Breetai, arrives near lunar orbit.
- Due to hidden programming deep within the main computer, the main guns of the SDF-1 automatically fire and destroy two approaching Zentraedi scout ships.
- A malfunction of the ship's fold system results in a hyperspace jump, taking the SDF-1 and Macross Island to the orbit of the planet Pluto instead of its intended target near the moon. Malfunction also results in the complete disappearance of the fold system.
- First Robotech War begins.

March 2009

- Recovery of civilians from the safety of the Macross Island shelters is successfully completed. Supplies and resources, along with much of Macross City, are also transferred inside the SDF-1.
- The Prometheus and Daedelus are attached to the SDF-1 as mecha carriers and begin to conduct flight operations.
- Reconstruction of Macross City inside the SDF-1 commences.
- The main guns of the SDF-1 are found to be useless after the power conduits between the generators and guns were lost when the fold drive vanished.
- A modular transformation of the ship is initiated, allowing for the SDF-1 to fire its main guns, resulting in the destruction of an attacking Zentraedi force.

May 2009

- The SDF-1 engages a Zentraedi force in the Battle of Saturn's Rings.
- The "Pinpoint Barrier System" and the "Daedelus Attack" are employed for the first time.

October 2009

- While attempting to collect supplies from the abandoned Mars Base Sara, the SDF-1 is rendered immobile by a Zentraedi gravity mine trap. Khyron's forces launch a vicious attack, but the SDF-1 is able to escape when the reflex furnaces of the base are detonated, destroying the gravity mines.

December 2009

- Lynn Minmei is crowned "Miss Macross".
- On a routine patrol, 3rd Lieutenant Rick Hunter takes a prototype Armored Veritech into combat and destroys a small Zentraedi Cyclops reconnaissance scout ship which was monitoring the Miss Macross Pageant broadcast.
- Despite the loss of the intercepted transmissions, the Zentraedi scouts report their findings back to their commander, Breetai.

January 2010

- While the SDF-1 hides in the asteroid belt, a Zentraedi ship under command of Khyron fires on the SDF-1's command tower, destroying its long range radar.

February 2010

- SDF-1 Operations Officer, Lieutenant Commander Lisa Hayes and the Vermillion Group (Flight Leader - 2nd Lieutenant Rick Hunter and Corporals Max Sterling and Ben Dixon) are captured by the Zentraedi while on a reconnaissance mission.
- The human prisoners are taken back to the headquarters of the Zentraedi Main Fleet, where they are interrogated by Dolza, the Supreme Commander of all the Zentraedi.
- During their captivity, the human prisoners manage to escape. Following his failure to recapture the fugitive humans, Breetai is relieved of his command, and his replacement, Commander Azonia, is put in charge of recapturing the SDF-1.
- Upon her arrival in the solar system, Azonia leads an attack on the SDF-1 as a decoy while sending her top ace pilot Miriya Parino to insert micronized Zentraedi spies (Konda, Brom and Rico) into the SDF-1 undetected.
- The escaped prisoners manage to pilot a stolen Zentraedi battlepod into space when the SDF-1 comes under attack. They are soon rescued by Commander Roy Fokker and the Skull Squadron.

March 2010

- The SDF-1 punches through the Zentraedi blockade and returns to Earth, landing in the Pacific Ocean.
- Captain Gloval and Lieutenant Commander Hayes fly to the Earth Defense Command Center in Alaska, and petition to have their civilian passengers to be allowed off the ship. The request is flatly rejected.
- Against Commander Azonia's orders, Khyron launches unauthorized attack on the SDF-1, which is successfully repelled using the Daedelus Attack.
- During the battle, 2nd Lieutenant Rick Hunter is injured by inadvertent friendly fire when Lisa Hayes delays the order to fire when she is distracted.

April 2010

- Zentraedi ace pilot, Miriya Parino, launches her first direct attack on the SDF-1. She meets defeat at the hands of Veritech ace pilot, 3rd Lieutenant Max Sterling, but escapes, vowing revenge.
- Commander Roy Fokker, leader of the Veritech fighter squadrons aboard the SDF-1, dies as a result of wounds sustained in battle.

May 2010

- Rick Hunter is promoted to 1st Lieutenant and returns to duty as pilot of Roy Fokker's veritech fighter and the new Leader of Skull Squadron.
- Desperate to force the united Earth government to allow him to resettle the civilians aboard the SDF-1, Captain Gloval begins low flights over North American cities, while broadcasting his demands over un-coded frequencies.
- The city of Toronto, in the Ontario Quadrant, agrees to receive the citizens of Macross City.

- During an attack by Zentraedi warships on the SDF-1, the ship's omni-directional barrier defense system overloads, causing complete destruction within a twenty-five mile radius.
- Permission to resettle the refugees is immediately withdrawn by Ontario Quadrant.

June 2010

- Commander Breetai arrives back at Earth to recapture the SDF-1 with command of the one million warships of the Imperial Class fleet.
- Commander Azonia is relieved of her command.
- Zentraedi spies return to Breetai's fleet. Human culture soon begins to contaminate the Zentraedi.
- The SDF-1 leaves Earth's atmosphere under orders to sortie away from the planet.

January 2011

- "Little White Dragon" (Shao Pai Long), the first movie produced in space, premieres on board the SDF-1.
- The Grand Cannon I is completed at the Alaska Base Earth Defense Command Center.

March 2011

- The Zentraedi launch a major assault against the SDF-1, taking advantage of the Daedelus attack to infiltrate the ship. Macross City is badly damaged in the fighting.
- During the battle, numerous Zentraedi soldiers, enamored by the culture of the micronian humans, take this opportunity to defect to the SDF-1.
- Upon examination of the Zentraedi defectors, it is found that they are genetically indistinguishable from humans.
- Captain Gloval and his staff, armed with this new evidence, attempt to convince Earth's leaders to pursue negotiations with the Zentraedi.

April 2011

- In an attempt to exact revenge for being humiliated in battle, Zentraedi ace Miriya Parino attempts to murder her rival, human ace pilot Max Sterling. Miriya's quest for vengeance awakens emotions deep inside her that exist within all Zentraedi. These emotions lead her to fall in love with Max and their historic wedding is broadcast to the citizens aboard the SDF-1 and to the nearby Zentraedi fleet.
- Alerted to the wedding, and to the recent defections of the Zentraedi to the SDF-1, Dolza orders his fleet commanders to assemble in order to deal with the "micronian threat" once and for all. Breetai is immediately ordered to destroy the SDF-1. However, due to their exposure to human culture, many Zentraedi refuse to fight. Faced with the threat of mutiny, Breetai orders a withdrawal and unilateral cease-fire. Soon after, Breetai sends Exedore, the Zentraedi Minister of Affairs, as an emissary to the SDF-1 to conduct negotiations.
- Despite Breetai's attempts to pursue negotiations, Dolza has mobilized the Main Fleet in order to destroy Earth and its human population, before they further contaminate the Zentraedi. Faced with their own destruction, Breetai and Azonia decide to join forces with the humans aboard the SDF-1. Concerned with saving his own life, Khyron refuses to join the fight against Dolza and the Zentraedi Main Fleet.
- Dolza and the Main Fleet of 4.8 million Zentraedi warships arrive in Earth orbit. Simultaneously, the fleet begins their devastating attack resulting in the destruction of over 70% of the planet's surface.
- Despite heavy damage, the Grand Cannon manages to fire, the resulting directed energy blast results in the destruction of a significant portion of the Main Zentraedi Fleet, clearing a path for the SDF-1 and its allies to launch their counterattack against Dolza. Using the Omni-Directional Barrier, along with the singing of Lynn Minmei to disrupt Zentraedi communications, the SDF-1 succeeds in destroying Dolza's flagship along with most of the enemy Zentraedi fleet. The victorious SDF-1 returns to Earth, marking the end of the First Robotech War.

January 2012

- The United Earth government is reestablished.
- Reconstruction efforts formally begin, including the forced assimilation of the remaining Zentraedi population.

October 2012

- Dana Sterling, the first child of a human and Zentraedi pairing, is born to Max and Miriya Sterling.

March 2013

- Rioting by Zentraedi the world over begins. Patrols begin for the sake of maintaining law and order. The term "malcontent" is coined to label those Zentraedi and human factions who rebel against the UEG. It is synonymous with *traitor*.
- Admiral Henry Gloval, now Supreme Commander of all Earth Forces, orders the forced relocation of the Zentraedi to where they can be monitored more closely.

May 2013

- The Robotech Masters conclude that Dolza's Zentraedi fleet has been lost and prepare to depart for Earth to try to retrieve the protoculture factory for themselves.
- Further genetic studies by human scientists support the hypothesis of a common origin between humans and the Zentraedi
- Zentraedi Lord Khyron, hiding out in his wrecked vessel in the arctic, becomes aware of Zentraedi dissatisfaction, and sets about to gather all refugee Zentraedi willing to fight.

June 2013

- A combined Earth-Zentraedi force succeeds in capturing an immense Robotech Factory and transports the facility back to Earth.

July 2013

- Rebel Zentraedi forces, led by Lord Khyron, capture a protoculture sizing chamber and begin macronization of Zentraedi disillusioned with life on Earth. Khyron's ranks swell and armed resistance by the Zentraedi breaks out all over the world.

December 2013

- In a daring attack on New Macross City on Christmas Eve, Khyron's forces capture a protoculture storage matrix and escape to their base in South America.

January 2014

- Battle of New Macross City - Zentraedi rebel Lord Khyron and Azonia are killed in a suicide attack, successfully destroying both the SDF-1 and newly completed SDF-2.

2015 to 2022

- Construction of Expeditionary Forces vessels continues in preparation for large scale mission to find the homeworld of the Robotech Masters, or more specifically, to discover the secrets of protoculture.

May 2015

- Food shortages in the Southlands lead to confrontation between humans and Zentraedi at food distribution points.

July 2015

- Anatole Eli Leonard, governor of Brazilia, orders his troops into the Zentraedi district (zeetown) after a food riot. Approximately 1100 Zentraedi are slaughtered. The Brazilia Massacre as it becomes known as the formal beginning of the Malcontent Uprisings.
- The UEG attempts to cover the massacre, but Max and Miriya Sterling go on public news broadcasts to inform the world of the atrocity, causing the UEG to question their loyalty.

August-October 2015

- Zentraedi malcontents leave the Southlands by the hundreds, setting up independent guerilla warbands. Most of these are gender segregated, as the Zentraedi are familiar with such organization.

November 2015

- Anatole Eli Leonard announces the formation of the Army of the Southern Cross, a mobile army composed of cavalry and mechanized infantry, for the purpose of a rapid-response military for putting down Zentraedi rebellions. He declares himself as Field Marshal.
- The RDF regains control over the Zentraedi controlled Arkansas Protectorate in order to control the influx of refugees and attempts to send supplies to the malcontents. Technically it remains owned by the Zentraedi, but they hold it in name only.

2016

- Preliminary navigational surveys are conducted with long-range advance scout vessels, laying the groundwork for the main Robotech Expeditionary Force.

February 2016

- The Cairo Summit. Representatives from a dozen malcontent groups meet in the ruins of Cairo in attempt to unify their bands. The TSC arrives and disperses the leaders before any decision is made.
- Lea Carson is appointed governor of Cavern City in the ruins of the Grand Cannon V in Brazil. One of her first actions is to order a comprehensive study of the city's defenses. Jonathan Wolf of the RDF conducts this study.

April 2016

- Jonathan Wolf forms the "Wolf Pack", an elite hovertank squadron, to protect Cavern City. Although Wolf quickly develops a reputation as a maverick, the Wolf Pack is officially part of the RDF.

June 2016

- The malcontents, with their Zentraedi resistance to radiation, start to search the ruined cities in Western America and Northern Africa for electronic components and metals. The first Stinger suits (jury-rigged suits of power armor) start appearing in battle.

July 2016

- Roughly 1400 northern Zentraedi are arrested and sent to Camp Alpha, a concentration camp near Monument City.

September 2016

- The 23rd platoon, an RDF unit consisting of all Zentraedi, is formed.

October 2016

- A malcontent band known as the Steel Wind raids Camp Alpha in an attempt to liberate the detainees. The raid is a failure, but public opinion of the camp turns bad and the detainees are released. Many join the malcontents.

December 2016

- The RDF discovers that many of the malcontent Stingers are coming from a single source, a band dubbed the Scavengers by RDF intelligence officer Eileen Summers.

January 2017

- An atomic bomb built by malcontent Jinas Treng detonates in the city of Oasis in Mexico. Approximately 53,000 people are killed.

March 2017

- The TSC captures nearly 200 Stingers in an abandoned factory. Scavenger leadership escapes capture, and all Zentraedi remaining at the base commit suicide to avoid capture.

June 2017

- Lorelei, a satellite that broadcasts songs and propaganda talks recorded by Lynn Minmei, is launched. Opinion is divided as to whether it produces a significant number of defections.

August 2017

- Malcontent sympathizers aboard Little Luna, the satellite factory, attempt to hijack the SDF-3. The hijackers are stopped with little damage to the fortress.

October 2017

- Theofre Elmekk, the Zentraedi who lead the hijackers, is placed on trial in a highly-publicized event. The media coverage is canceled after a few days due to rioting.

March 2018

- The TSC strikes at supposed malcontent bases inside the border of the New Marxist Socialist Republic (NMSR) in Eastern Europe. Although there are skirmishes between the TSC and NMSR troops, intense diplomatic negotiations keep the NMSR from formally joining with the malcontents. (Rumors persist throughout the Uprisings that NMSR is covertly supplying the malcontents.)

June 2018

- Operation Goliath begins. This is a military incursion into the Zentraedi Control Zone in South America, looking for a protoculture chamber supposedly controlled by the malcontents. Whether the chamber exists or not is never established. The human troops withdraw after a few weeks, their ranks decimated by malcontent attacks.

July 2018

- The Paranka, a major malcontent warband, is captured and disbanded.

August 2018

- The Malcontent Uprisings begin. Under the leadership of Seloy, the Scavengers develop mirco-bot bugs to disperse a biological warfare agent that only affects humans. This agent causes insanity and berserk rage in the affected, causing the afflicted to kill each other. The agent is stopped by the combined efforts of Max and Miriya Sterling, the Wolf Pack and the TSC.

2022

- Regent captures Tirol, and leaves a garrison there under Tesla.

December 2022

- SDF-3 launches and takes its position as the flagship of the Robotech Expeditionary Force, marking the official start of the "Pioneer" mission.

2022 to 2029

- REF fleet searches the Galaxy for the Robotech Masters' empire
- En route they encounter a number of adversaries, all humanoid/Tiroloid in origin, such as micronized Zentraedi, pirates, and report these encounters back to the Southern Cross, explaining why in the early part of the war, the Southern Cross alternately mistakes the Masters for all of the above.
- Still more children born in this period on the REF fleet.

2023 to 2031

- Regent proceeds to conquer the Sentinels worlds, in the opposite order with which they are liberated, with the last being Karbarra.

2028

- Anatole Eli Leonard attempts a coup to seize control over the UEG. Rolf Emerson blackmails him over withholding information about the Invid. After concessions are made on both sides, Anatole becomes Supreme Commander over all Earth defense forces, with Rolf as his second in command, and the RDF merges into the Global Military Police to provide oversight over Anatole.

January 2029

- The Robotech Masters fleet arrives in the solar system and take up a position in orbit around Saturn. Shortly thereafter, contact with Earth's strategic orbital observation outpost, Space Station Liberty, is lost.
- Responding to loss of contact with Space Station Liberty, an Earth fleet comes under attack from the (as yet unidentified) Robotech Masters' forces. Additional Earth forces arrive and the enemy fleet retreats after gathering battle data.

May 2029

- A combined attack by Earth's defense forces against the Robotech Masters' flagship results with heavy losses. The Masters retaliate, and attack a major military base near Monument City. The attack is successfully repelled by the quick action of several local units, but the weaknesses of the United Earth Forces against Masters have become apparent.

June 2029

- A mission is launched to reestablish the link between Earth and Space Station Liberty, its Moon Base counterpart and the Robotech Expeditionary Force in deep space. Despite heavy harassment by the Robotech Masters' forces, the mission succeeds and contact between Earth and Liberty is temporarily reestablished.

July 2029

- The Robotech Masters launch a clandestine expedition to excavate the ruins of the SDF-1. They are discovered by two UEF soldiers on patrol. One soldier is captured and held in the Masters' command vessel.
- An unauthorized mission is launched that succeeds in rescuing the captured soldier. During the ensuing battle, reinforcements arrive on both sides, and the fight quickly devolves into a stalemate. A Robotech Masters mothership arrives on the scene and the bioroids and command vessel withdraw.

August 2929

- An undeclared cease fire is broken when the Robotech Masters attack and destroy a UEF base. Twenty human survivors are taken captive, leading to public outrage.
- Under pressure from government leaders, General Anatole Leonard (Supreme Commander of the Army of the Southern Cross) orders an immediate retaliatory strike against the counsel of some of his advisors. The resulting attack against the Master's mothership is a complete failure.
- Research proceeds on Robotech Masters technology. The bioroid pilots are concluded to be human by Earth scientists, and not micronized Zentraedi, as had been assumed. This information is kept top secret.
- A weakness in the Robotech Masters mothership is discovered and a squadron of hovertanks (15th ATAC) is air-dropped onto the hull of the Masters' flagship to exploit this vulnerability. The attack is successful and the alien mothership is brought down and crashes to Earth within sight of Monument City.
- The 15th ATAC Squadron, led by Lieutenant Dana Sterling, succeeds in infiltrating the crashed mothership. Valuable intelligence is gathered from inside, including the capture of a bioroid mecha.

September 2029

- Analysis of the captured bioroid reveals much information about the Robotech Masters' mecha as well as their use of android clones.
- Constant patrols begin around the downed flagship as debate within the general staff continues regarding the Masters and their true objectives toward Earth.
- The Robotech Masters launch attacks against the civilian populace of Monument City, and over two hundred prisoners are taken.
- The Robotech Masters capture Lt. B.D. Andrews and replace him with a simulcant to upload the data of the EVE (which contains all of the information gathered from the ASS-1) and upload it to their flagship. Their plot is stopped with the combined help of the EVE and Mark Landry with the MODAT-5 unit.

October 2029

- In their quest to find out more information about the humans on Earth, the Robotech Masters decide to insert Zor Prime, one of their prized clones, into human society as a spy. He is allowed to be captured during a battle in which the Masters successfully recover the mothership that had crash landed on Earth.
- A wounded Zor Prime is captured by the Global Military Police. With the cooperation of Army of the Southern Cross Chief of Staff, General Rolf Emerson, Zor is sequestered and receives medical attention in a secure location.
- A ship from the Pioneer Mission (John Carpenter's Tokugawa) arrives from deep space and is destroyed while ramming and destroying one of the Masters' motherships. General Leonard and Emerson are informed that they cannot expect any immediate help from the Robotech Expeditionary Force.

2030

- REF finds location of Tirol, and folds there.
- REF is attacked by an unknown alien fleet there (the Invid). SDF-3 is damaged in the fight and is left unable to fold.
- REF receives Liberty's distress call, but is unable to return because of its heavy commitment at Tirol and loss of their space fold engine.
- REF achieves space supremacy, freeing up ships to send back to Earth. Two waves of vessels are sent. Identity of aliens unknown at this time.

Late 2030

- REF lands troops on Tirol and take the planet. Invid are finally identified as the enemy. Earth is notified.
- Sentinels arrive at Tirol.

January 2030

- Under the direction of General Emerson, Zor Prime is assigned into an RDF unit. It is hoped that a military environment will awaken his memories as a Bioroid pilot. Lieutenant Sterling's

15th squadron is chosen because of her part Zentraedi heritage, and because of her previous encounters with him in the field.

- Zor Prime overhears General Emerson's comments that an attack by the Earth fleet is in preparation, and this information is intercepted by the Masters, who have implanted a neurosensor into Zor's brain to monitor him and gather information on the human battle plans.

March 2030

- Earth launches its first major offensive against the Masters in space. With the Masters tipped off to the attack and to the strength of Earth's forces by the implant in Zor Prime's brain, it is quickly and soundly defeated, and the few surviving capital ships fall back to the ALUCE-1 base on the moon.
- Zor begins to remember the Triumvirate nature of the Robotech Masters. This is confirmed by observations made during the battle in space. Dana Sterling and Zor Prime also discover the presence of alien flowers within the ruins of the SDF-1.
- Supreme Commander Leonard orders that a second assault wave be deployed with orders to link up with the remnants of the first assault wave and then launch a combined attack on the Masters.

April 2030

- The Robotech Masters, through information provided by their unwitting spy, Zor Prime, ambushes the Cavalry-1 relief expedition that has been sent to relieve the battered remnants of the 1st Assault Wave. Despite the odds, the 1st Assault Wave and Cavalry-1 succeed in their counterattack, forcing the Robotech Masters to withdraw. Cavalry-1 proceeds to the moon and the remaining ships of the 1st Assault Wave safely return to Earth.
- General Rolf Emerson is appointed to lead the second major offensive against the Robotech Masters.

May 2030

- En route to the Moon, General Emerson's force is attacked by a battlegroup of small Robotech Masters capital ships and bioroids. After a vicious firefight, Emerson employs a dangerous technique known as an "Orbital Warp Blast" to defeat the Masters' forces and is able to deliver troops and supplies to Moon Base Luna.

June 2030

- Along with reinforcements from deep space, General Emerson's Second Offensive launches a combined attack on the Robotech Masters fleet, allowing the insertion of the 15th Tactical Armored Squadron into the alien mothership. The Robotech Masters reassert their control over their clone, Zor Prime, and succeed in capturing the insertion team. Dana Sterling and her team manage to escape and rescue Zor Prime while also destroying the Masters' mothership in the process. Both sides withdraw as a final decisive battle looms on the horizon.
- The situation for the Robotech Masters has become desperate. Their clones are becoming harder to control and increasingly unreliable while most of their protoculture pods have become infected by the Flower of Life. An event that foreshadows the imminent arrival of their archenemy, the Invid. The Masters resolve to recover the protoculture factory, locked within deep recesses of Zor's battlefortress (now the ruins of the SDF-1.)
- Triggered by being inside the ruins of the SDF-1, Zor Prime regains the memories of the original Zor, founder of the great Robotech civilization and creator of Robotechnology. Zor Prime vows to destroy the Robotech Masters and the protoculture matrix once and for all.
- Despite the Masters' ultimatum demanding the humans leave Earth immediately, Supreme Commander Leonard orders all forces to gather for a final assault. Casualties on both sides are heavy, with Leonard and General Emerson both being killed in action. Despite heavy losses, the Masters press on toward their objective: the ruins of the SDF-1.
- With the assistance of Dana Sterling and the 15th Squadron, Zor succeeds in having his revenge on the Masters and stops them before they can recover the protoculture. After ensuring that Dana and her friends are safely on Earth, Zor attempts to destroy the protoculture matrix by detonating the Masters flagship over the ruins of the SDF-1. However, Zor's last valiant act only succeeds in releasing the spores of the Invid Flower of Life into the sky; spreading the protoculture far and wide instead of destroying it. The Second Robotech War ends as survivors of both sides await the coming of the Invid.

2031 to 2039

- Sentinels War begins. Sentinels' worlds are liberated in the opposite order in which they are captured, to free the most industrialized and least entrenched planets first.

2031

- REF arrive at Tirol and are almost immediately assaulted by an unknown alien race. They manage to drive the aliens back, but not until after their fold drives are destroyed.
- Sentinels arrive at Tirol
- After receiving telepathic dreams from a sister she has never seen, Dana Sterling and the remnants of the 15th ATAC, excluding Louis, steal John Wolf's ship and head to Tirol to search for her parents.
- Aware of the Invid threat now, Earth authorizes the REF to fight the Invid and assist the Sentinels, hoping to keep them from going to Earth.
- Sentinels liberate Karbarra after rescuing the Karbarran children from the Invid

May 2, 2031

- Two days before the Invid conquer the Earth, the EBSIS stand as the dominant military power and launch an invasion into Germany, triggering World War IV (2nd Global Civil War). The war is stopped after only two days by the Invid.

May 4, 2031

- The Third Robotech War begins as the Invid arrive on Earth in an event known afterwards as the Invid Invasion. The battered and beleaguered forces of the Army of the Southern Cross are completely destroyed and Earth falls quickly to the alien onslaught commanded by the Regis. All remaining military powers such as the EBSIS are crushed alongside their enemies.
- Several ships manage to escape the invasion and head out to rendezvous with the REF in deep space with the intention to return to Earth to liberate it from Invid control.
- Many major Earth population centers are destroyed, while others are simply abandoned. Invid occupation and protoculture harvesting begins. Anti-Invid groups are eventually formed, but struggle as the Invid cultivate collaborators to suppress the resistance networks.

September 2031

- The Robotech Expeditionary Force launches its first large scale assault on Reflex Point. The attack fails miserably, resulting in heavy losses for the REF 10th Mars Division.
- Assisting the REF from the ground, Nova Satori and John Carpenter attack. With no sign of John Wolf, Nova withdraws her forces, leaving Jim "Lunk" Austin and many other GMP soldiers for dead.
- Lieutenant Lance Belmont (aka. "Lancer") of the 10th Mars Division crashes to Earth and is rescued from Invid collaborators by Carla Morales, who nurses him back to health.

Late 2031

- Sentinels arrive at Praxia, only to find the Praxians and Invid gone. With information from Edwards, the Regent destroys the Farragut, stranding the remaining REF and Sentinels on a dying world. Wolf, Tesla, Burak and Janice get hold of a Spherisian ship module and travel to Tirol to seek help.

2032

- Sentinels arrive at Praxia, only to find the Praxians and Invid gone. With information from Edwards, the Regent destroys the Farragut, stranding the remaining REF and Sentinels on a dying world.
- Refused the aid to rescue those stranded on Praxia, Wolf steals the Tokugawa, the first fold-capable ship the REF has built at Tirol.
- Sentinels liberate Garuda. Rick, Lisa, Miriya and Rem are exposed to the psychotropic elements of the Garudan atmosphere for more than 10 minutes, which is considered fatal. The decision is made to rush them to Haydon IV where they can be cured. However, Rem is captured by the Regent.
- Breetai and the macronized Zentraedi gather the monopole ore they have mined and leave Tirol to prevent Edwards from using it to build his own fleet.
- The Regent gives Rem, the clone of Zor, to his wife Regess mostly to insult her for her betrayal. She takes Rem to Haydon IV after probing his memories to find out he is a clone of

Zor and that Zor had visited the Awareness on Haydon IV. She discovers the location of the planet to which Zor sent his protoculture matrix and leaves immediately, leaving the Praxians as prisoners on Haydon IV.
- The Regent arrives on Haydon IV to confront his wife, only to find she left before his arrival.

2033

- The Sentinels arrive at Haydon IV and Rick, Lisa and Miriya are cured.
- Janice reveals herself to be an android. She interfaces with the Awareness to reprogram the defense system to only react to Invid weapons, allowing the Sentinels to liberate the Praxians and Haydon IV from Invid control.
- As gratitude for liberating Haydon IV, the Haydonites present the Sentinels with personal body armor and the Ark Angel to continue their campaign.
- Max and Miriya, as well as Jean Grant, remain on Haydon IV, where Miriya gives birth to Aurora Sterling.
- Breetai, Jonathan Wolf and Vince Grant return to Tirol to answer to trumped up charges of theft of monopole ore, treason and attempting to establish their control over the Local Group trade routes.
- The Regent decides that the Invid need new war machines, and begins design of the Black Death Destroyers.
- All charges against the Hunters, Wolf and Breetai are dropped. Lang exposes Edward's plans to ally with the Invid and seize control over the REF and Earth. Edwards flees Tirol after killing Lynn Kyle and Rebecca Nicks, taking both the Invid Brain and Lynn Minmei with him.
- Sentinels arrive at Spheris.
- John Carpenter is given the Tokugawa and is sent to Earth to warn the RDF of the Invid.

2034

- Tesla is able to commandeer half of the Invid garrison at Spheris, which he then takes to Optera to confront the Regis. However, Tesla is soundly defeated, and he runs back to the sentinels.
- Spheris is liberated. The sentinels must result to stealth tactics, as using protoculture systems could cause significant damage to the Spherisian people.
- The Regent unleashes the Black Death Destroyers.
- The sentinels upgrade their weapons with Spherisian crystal technology.
- Edwards arrives on Optera
- Exedore arrives at Haydon IV, seeking answers to many questions left unanswered.
- ~~Breetai and the Regent die on Optera when Edwards fires on the Regent's ship~~
- Sentinels arrive at Peryton.

2035

- Burak reunites with his brother Juryk
- Peryton is liberated and the psychic device is disabled by the deaths of Burak and Tesla, ending the curse.
- Sentinels arrive at Optera.
- Arla-Non and Teal die liberating Optera.
- ~~Janice sacrifices herself as a targeting beacon for the SDF-3's reflex cannons. Edwards dies.~~
- Sentinels return to Tirol.
- Lang discovers it will take four years for Carpenter's ship to arrive at Earth.
- Lisa Hunter gives birth to Roy Hunter in Tiresia.

2036

- Kazianna Hesh gives birth to Breetai's son, whom she names Dranin. He is the first natural-born full-blooded Zentraedi in the history of their people.
- The REF, with assistance from the Karbarrans, finishes their fleet to rescue the Earth from the Invid.

2038

- Optera is fully reseeded with the flower of life, and given to the Praxians to govern over the future protoculture production. They rename the plant to New Praxia. Many human men emigrate to New Praxia. [Happens after the ascension of the Regis?]

September 2038

- The REF launches its first large scale assault on Reflex Point, which fails miserably, resulting in heavy losses for the REF 10th Mars Division.
- Lieutenant Lance "Lancer" Belmont crashes to Earth and is rescued from Invid collaborators by Carla Morales.

2039

- End of Sentinels War; REF civil war between Edwards' and Hunter's factions.

May 2040

- Lancer joins the shattered resistance in the Americas. Traveling under the guise of a female singer, "Yellow Dancer," Lancer travels as a covert courier for the much-weakened resistance network, gathering vital intelligence and information along his travels. Yellow Dancer's music becomes an instant hit, with the promise of hope, and slightly subversive message of resistance. Yellow Dancer's recordings spread throughout the Americas.

September 2042

- The 21st Mars Division arrives at Earth as part of the second Earth Reclamation Force. The fleet is intercepted before its troops can begin their atmospheric insertion, and is quickly destroyed by the Invid.
- Lieutenant Commander Scott Bernard survives and crash lands in South America and begins his quest to reach the Invid "Reflex Point", forming a potent resistance group along the way.

2043

- Edwards escapes Tirol with a customized ship after kidnapping Minmei and killing her cousin Kyle.
- The Regent and Breetai are killed over Optera when Edwards fires his synchro cannon on the Regent's ship.
- Janice Em sacrifices her original body to serve as a targeting device on Edwards, and loses some of her database while trying to upload to her new body onboard the SDF-3.

March 2043

- Geological disturbances destroy an Invid Genesis Pit in South America, just as the Regis decides on the human form as the model for the pending transmutation of her race.
- Invid assemble a massive force to attack and destroy Point K, as well as the near-by towns that had kept it supplied with food and other goods.

April 2043

- Invid simulagent, Ariel, is transmuted and inserted near the ruins of Point K. Her deployment is a failure, as she loses her memory upon landing and attempts for the Regis to communicate with her are unsuccessful.
- Ariel is discovered by Lt Cmdr Scott Bernard's group and is taken along with them as an amnesia victim.

July 2043

- Invid Princess Sera and Prince Corg are transmuted, and are assigned to track down and destroy resistance groups.

October 2043

- A crippled destroyer from the Expeditionary Forces, with an aging crew, destroys a key Invid broadcast tower in the American West in a suicide run.

January 2044

- The geothermal generator that powered Denver, which has been trapped under a decade's worth of heavy snow and ice, is destroyed by LCDR Scott Bernard in an attempt to escape an Invid assault. The thawed "bubble" of city created by the heat from the generator is also destroyed.

May 2044

- Corg begins a genocidal rampage in New York City against Sera's direct order. Resistance fighters in town to raid the protoculture warehouse located in Carnegie Hall destroy the local Invid hive, and the attack is suspended.

July 2044

- Large numbers of ground troops from the fleet and the assembled resistance forces assemble on the ground near Reflex Point for a general assault.

July 2, 2044

- Expeditionary Forces main fleet returns to Earth. Fleet assembles at Aluce II, on the far side of the moon, and awaits the arrival of the flagship, the SDF-3, which is testing the Neutron-S missile far in deep space. The SDF-4 takes command in Admiral Hunter's absence.

2044

- SDF-3 and science ship Deukelion test the Neutron-S missile and it creates a black hole, trapping the SDF-3.
- Vince Grant is given the SDF-7 to look for the SDF-3. Admiral Rick Hunter commands Vince Grant to return to the REF fleet and warn them not to use the Neutron-S missiles. They take back the science vessel, but all aboard are dead except Janice Em, who has been upgraded with Haydonite technology.
- Nova Satori and one of her men attempt to hijack a shuttle of evacuees heading for Aluce II, but it is shot down and crashes in Utah. Nova and her man escape.

July 18, 2044

- Final attack on Reflex Point. Expeditionary Forces suffer heavy losses, and launch a surgical strike with stealth fighters on Reflex Point.
- Lt Cmdr Scott Bernard's coalition of resistance fighters is granted an audience before the Invid Regis at the request of Sera and Ariel. When it becomes apparent to the Regis that the continuation of battle would mean mutual destruction of both races, she makes preparations to leave to an undisclosed location.
- Invid Prince Corg is killed in battle by Lt Cmdr Scott Bernard.
- Fearing that this final Earth Reclamation Mission might end in failure, the SDF-4 orders the use of the Neutron-S warheads to kill all life on Earth's surface. The resistance and the Invid join forces to stop the Expeditionary Forces assault on Reflex Point to give the Regis time to depart.
- Invid leave at the command of the Regis, having recognized the Neutron-S missiles as the same technology that devastated their homeworld ages ago. During their departure, the Regis destroy the Neutron-S warheads and the majority of the Expeditionary Forces fleet. The Regis and her Invid consume all protoculture on Earth and transcend into a single entity, passing through the black hole at Raanath's Star and into a new existence.

July 24, 2044

- Yellow Dancer holds a concert near the ruins of Reflex Point to celebrate the end of the Third Robotech War. At the concert, Lancer reveals his identity to a shocked crowd.
- Lt Cmdr Scott Bernard leaves Earth to join with the remainder of the Expeditionary Forces at Aluce I.
- Calculations indicate that the remaining protoculture stocks will last less than one year, and then all capital ships, energy weapons, mecha and powerplants will cease.

August, 2044

- Operation is started to find Admiral Rick Hunter and the SDF-3

2044

- After the departure of the Invid, the EUG and TSC collapse completely. The TSC are all disbanded or were wiped out. The earth breaks up into various baronies and city-states.
- The Haydonites launch attacks against the REF fleet. Vince Grant and his crew quickly determine that the synchro cannons and shadow technology are booby trapped. Vince detonates the remaining Neutron-S missiles aboard Space Station Liberty to destroy the Haydonite fleet.
- Vince Grant leaves aboard the colony ship Ark Angel to search for Admiral Rick Hunter and the protoculture matrix on the SDF-3.
- Haydon awakens and follows the transcendent Invid through the black hole, taking the Robotech Elders with him.

Below is a quick reference chart to help show what is happening at the same time in two different places. On earth is the RDF/Army of the Southern Cross, while the REF is in the Local Group liberating worlds held by the Invid. The Robotech Masters arc (Southern Cross) occurs from 2029 to 2030. The New Generation arc (Mospeada) occurs from 2042 to 2044. The Sentinels War is from 2031 to 2039.

Robotech Masters / New Generation Arc	Sentinels Arc
2013 - Robotech masters determine Dolzaa's fleet failed and send their own fleet to earth	
2014 - Khyron and Azonia die attacking the SDF-1	
2022 - 2029 - REF searches for Tirol	2022 - Regent captures Tirol
2029 - Robotech Masters arrive in Sol system	2023 - 2030 - Regent captures the Sentinel worlds
2030 - Robotech Masters are defeated	2030 - REF arrives at Tirol; Sentinels arrive at Tirol
2031 - Regis conquers the earth	2031- 2039 - Sentinels campaign against the Invid
2042 - 21st Mars reclamation forces destroyed	2039-2043 - REF civil war between Hunter and Edwards
2044 - Battle at Reflex Point; Regis leaves earth	2044 - REF returns to earth

From this you can see that the Robotech Masters were defeated and the Regis conquered the earth before the REF even left Tirol with the Sentinels. The REF returns just as the Regis leaves earth.

The new timeline just lumps the Sentinels activities into 2031-2039, without a breakdown of their major actions each year. The original Sentinels timeline takes place from 2025-2029 with some follow up in later years. This makes it a bit difficult to place the specific events into the modified canon timeline.

Original Sentinels Timeline

While this timeline no longer fits perfectly into the new timeline, it can still be used as a guideline as to how long the Sentinels were in any given place and the order of events. The timeline has been added to the primary timeline as best as possible.

2025

- Sentinels arrive at Tirol
- Sentinels liberate Karbarra
- Sentinels arrive at Praxis but their ship is destroyed

2026

- Wolf recovers a Spherisian drive module and ends up at Tirol
- Wolf steals a Horizont* and returns to Praxis as the planet begins to break apart
- Sentinels arrive at Garuda
- Garuda is liberated but Rick, Lisa, and Miriya are exposed to the atmosphere
- Breetai and his forces leave Tirol with the mined monopole ore
- Regis probes the mind of Rem on Haydon IV for Zor's secrets
- Regis leaves Haydon IV to find earth
- Regent arrives on Haydon IV

2027

- Sentinels arrive at Haydon IV and Rick, Lisa, and Miriya are cured
- Janice is revealed to be an android
- Sentinels liberate Haydon IV and the Praxians
- Haydonites give them the Ark Angel ship and "power ranger" armor
- Miriya gives birth to Aurora Sterling
- Regent returns to Optera
- Breetai, John Wolf and Vince Grant return to Tirol to answer charges of treason
- Regent creates the Black Death Destroyers

Edwards' plans for galactic domination revealed and he goes rogue, taking Minmei and the Invid Brain; Lynn Kyle and Rebecca Nicks are killed by Edwards
Jonathan Wolf takes a ship (Tokugawa) back to earth to warn of the Robotech Master invasion
Sentinels arrive at Spheris

2028

Tesla commandeers half of the Spheris Invid forces and leaves
Tesla arrives on Optera and attacks the Regent, but is defeated
Spheris liberated
Regent unleashes the Black Death Destroyers
Sentinels re-arms with Spherisian crystal technology
Edwards arrives at Optera; Tesla flees and rejoins the Sentinels
Exedore arrives on Haydon IV
Breetai and the Regent die; Edwards take over the main Hive
Sentinels arrive at Peryton

2029

Burak is reunited with his brother Juryk
Peryton liberated
The psychic device on Peryton is deactivated, getting rid of the curse
Sentinels arrive on Optera
Arla-non and Teal die
Janice sacrifices herself as a targeting device for the SDF-3 to destroy Edwards
Optera is liberated
Sentinels return to Tirol
Lang discovers that it will take 4 years for Wolf to reach earth
Roy Hunter is born

2030

Breetai and Kazianna's son Dranin is born; he is the first natural born pure-blood Zentraedi
REF and Karbarrans complete the REF fleet

2032

Optera is reseeded with the flower of life and given to the Praxians who rename it New Praxia

2034

REF fleet leaves Tirol for Earth

* While the comic definitely shows a Horizont dropship, it is large enough to hold a couple dozen VAF-6 alpha fighters in *one pod* and is being called the SDF-7 because it appears to be space fold capable. This was a writer mistake and should be replaced with the first built Tokugawa.

Chapter 2 – Character Creation & System Information

This sourcebook still uses the base rules of the Macross 2050 game, with some minor changes to the system to reflect the uniqueness of Robotech.

Character Creation

Characters in Robotech use the same templates as found in Macross. The skills, perks, talents and complications are largely unchanged, except for what groups they apply to. Thus, when choosing Rank instead of applying it to UN Spacy, you would choose RDF, Southern Cross or REF.

Notable Changes

Spiritia (Stat) – This stat is ignored completely. The entire concept of spiritia, Protodeviln and anima spiritia do not exist in the Robotech saga. The GM could bring it into the storyline if he wishes; it would make some amount of sense for the Tirolian Mistresses of the Cosmic Harp to have the Emotion Manipulation ability. See notes under the Southern

Cross and Mospeada sourcebooks for individuals who might be spiritia capable and why. A less messy, and more appropriate, option is to use PSI (see below).

Psionic (Stat) – This stat, PSI, represents the ability to use psychic abilities. This can also be used to represent other distinctly non-human abilities such as Invid alchemy. Under normal circumstances, only Tirolians, Perytonians and Invid have PSI, and each race has a different group of psychic skills they can learn.. The GM has final say whether any character or race can have psychic abilities. No psionic power or skill may be higher than your PSI stat.

* Psykers often have flashes of insight, allowing them to act when others aren't aware of the situation; psykers add their PSI stat to Luck (REF + INT + PSI).

* Psykers are bastions of willpower; psykers add their PSI stat to RES (COOL x3 + PSI).

Psionic Powers – Each psionic group consists of multiple skills that can be learned. Chapter 14 goes into each of these in detail. Each skill must be learned separately, such as Use Power: Telepathic Send and Use Power: Mind Control.

Astral Projection – Astral Project, Astral Attack, Astral Defense, Astral Vision

Biokinesis – Heal, Harm, Aging, Biostasis

Cognition – Precognition, Retrocognition, Danger Sense, Psychic Reflexes

Electrokinesis – Electromagnetic Pulse, Lightning, Drain, Interface, Light, Cloaking

ESP – Clairvoyance, Psychometry, Dowsing, Aura Viewing

Invid Alchemy – Evolution, Biomechanics

Psychodynamics – Psi Jamming, Psi Static, Steal Power, Siphon Energy

Telepathy – Telepathic Send, Mind Shield, Emotion Sense, Psi Sense, Thought Sense, Mental Blast, Mental Illusion, Mind Scan, Mind Wipe, Mind Transplant, Mind Control

Telekinesis – TK Control, Fine TK Control, TK Defense, TK Strike, TK Shield

Teleportation – Teleportation, Decorporalization, Flicker Teleportation, Dimensional Teleportation, Stellar Teleportation, Temporal Teleportation

Thermokinesis – Pyrokinesis, Cryokinesis, Heat Blast, Chill Blast

Language (Skill) – Robotech sees more languages than the original Macross saga. The inclusion of the Sentinels adds several racial languages, and won't be available until after 2030 or so. The Invid language costs double for other races to learn, and cannot be raised above 3. Trader dialect is a language used by the sentinel races and others as a common language for conducting trade. V'loxia is the language of a draconic race that is believed to be extinct.

Tirolian	Zentraedi	Perytonian
Spherisian	Praxian	Earth Standard
Karbarran	Garudan	Invid
Trader Dialect	V'loxia	Rel'narese

Mecha Pilot (Skill) – This skill must be taken separately for each type of mecha.

VF Series (RDF) VF Series (REF)

Battle Pod	Zentran Power Armor
TCS Power Armor	Meltran Power Armor
Logan	Battroid
AJACS	Destroid
Power Armor/Mecha	

* ACS power armor includes the Fenris, Triton and Kraken.
* Power Armor/Mecha is a placeholder for other power armor or mecha used by other races, such as Karbarran Power Armor or Spherisian Battroid. Each is a separate skill.

Rank – The UEG (UEEF) uses a different rank structure than in Macross, which is detailed in Chapter 3.

EDU – Each of the races has a different "typical" education level, based on their culture, history and disposition.

Garudan - 1; there is conflicting information on their technological progress, with some sources showing them being tribal and others stating they are equal to the REF.

Invid - 1; as the Invid appear to have a genetic memory, all Invid would know at least some of Zor's knowledge that is passed down.

Karbarran - 3; as an industrial-age people, basic education in math, mechanics, science and engineering "technical training" would be common.

Perytonian - 2; originally they had a greater civilization, but millennia of war would have destroyed most of their infrastructure.

Praxian - 2; being based on Greek/Amazon/Atlantean culture, education is as important as combat training, usually focusing on history, tactics, math and survival.

REF - 4; the REF at Tirol would likely have the best education system for those born to the fleet.

Spherisian - 1; with no real information about their culture, who knows?

Terran - 2-3; throughout most of the storyline, Earth is in a near-constant state of war for survival, making "extraneous" learning unimportant, although they work to keep their knowledge base from vanishing completely.

Tirolian - 4; the Tirolians put a good deal of emphasis on learning the arts and sciences.

Zentraedi - 0; this assumes "native" Zentraedi from the clone chambers who know nothing except for war.

Sentinel Races

In a late Robotech campaign (after 2031 or so depending on which worlds have been liberated), players may choose to play races other than “just” humans if the GM allows it. Playing a race other than human costs a certain amount of CP to offset their advantages over Terrans. Note that Haydonites are not recommended as player characters, but are not inherently banned.

Garudans

The Garudans appear to be humanoid foxes. Garudans are extremely agile and flexible. They require a respirator to mix microscopic elements of their home environment to be able to breathe off their homeworld. They live in a simple manner in

symbiosis with the nature of their world, not unlike the American Indians of ancient earth, and thus possess low technology levels compared to the other Sentinel races.

Garudans stand around 2m in height and around 65 kg. They also possess claws that can be used in combat.

Cost: ?
Modifiers: +2 DEX, -1 BOD, claws inflict +1d6 damage AP
Drawbacks: Drug Dependency (their gas mixture)
Maximums: DEX 12, BOD 9
Height: as humans
Weight: as humans

Spherisian

The Spherisian are humanoids composed of smooth, translucent crystal. Their bodies are nearly immune to small weapons and will also defract laser weapons (but not other energy based attacks). Furthermore, they can regenerate lost limbs and major bodily damage by absorbing the crystal matter found on their home world.

Spherisian range from 1.6 to 2.3m in height and weigh nearly 170 kg. Spherisian do not eat or drink like most biological life forms, but are nourished by light of any type; 4 hours of exposure each day is the equivalent of three meals per day. As long as the Spherisian is exposed to a light source (stronger than a candle), they do not fatigue. The Spherisian can go for a number of days equal to his BOD stat without light before suffering starvation. Newly shaped Spherisian needs to consume silicate-rich risia crystal found on their planet to acquire the mass to become adults, or suitable materials such as Pyrex if off world.

Cost: ?
Modifiers: natural SP 10, immune to lasers, -3 MA, -2 DEX
Maximums: MA 7, DEX 8
Height: as humans
Weight:109 to 163.3kg (280 to 360lb)

Praxians

The Praxians are a race of all-female warriors with a strong resemblance to the Terran myths of the Greek Amazons. They are the result of obvious genetic manipulation, having perfect physical forms; they are strong, agile, resilient, fast and beautiful. However, they don't empathize well (that shows weakness) and they have little knowledge of technology. They have a strong sense of martial pride and honor in combat.

Cost: ?
Modifiers: +1 STR, +1 BOD, +1 COOL, +2 REF, +2 ATTR, +2 MA, -4 TECH, -2 EMP
Maximums: REF 11, ATTR 11, MA 11, EMP 8
Height: 1.98m to 2.32m (6'6" to 7'6")
Weight: 59 to 82kg (130 to 180lb)

Perytonians

Thousands of years of a ceaselessly repeating war have made the Perytonians bitter and temperamental. They live under a curse that has caused mutations throughout

the population; vibrant skin colors, horns, six fingers and two thumbs, fangs and pointed heads. They are able to wield "magic" to manipulate energy.
Cost: ? OP
Modifiers: ?
Maximums:
Height: as humans
Weight: as humans

Karbarrans

Karbarrans are a humanoid ursine race standing 2-4' taller than most humans. They have a poorly-described symbiosis with their Ur-flower sekiton. Their world is one of industry and mining, thus the atmosphere is polluted, making the Karbarrans wear goggles and air purifying equipment when going about outside. While most other races have a strong distinction in build (height, width, etc) between their genders, the Karbarrans share the same size, mass and overall appearance between both male and female.
Cost: ?
Modifiers: +3 STR, +3 BOD, +1 TECH, -3 MA
Maximums: STR 13, BOD 13, MA 7
Height: 2.44m to 3.05m (8’ to 10’)
Weight: 109 to 172kg (240 to 380 lb)

Tirolians - Natural

The Tirolians are the origins of the infamous Robotech Masters, creators of most of the technology in the Robotech story. Tirolians excel at mental tasks, but are physically weak compared to other races due to their generations of relying on clones for physical tasks. These are not the triumvirate clones found on the Robotech Masters ships, but rather the citizens of Tirol and those of other Tirolian colony planets (assuming any survive).

Tirolians run the same height and weight ranges as humans, but tend to be on the light side.
Cost: ? OP
Modifiers: +2 INT, +2 COOL, +1 EDU, -2 BOD, -2 STR, increase pick up skills to EDU x4
Maximums: INT/COOL 12, BOD/STR 8
Height: as humans
Weight: as humans

Tirolians - Triumvirate

At the GM's discretion, a player can play as a trio of clones. It is recommended that only the plebe or warrior cast be used, but the science/clone masters or mistresses of the cosmic harp could be allowed. This is not as unbalancing as it might sound, as all three clones would be of the same purpose and task, only that they would more or less have triple the amount of hits. Each clone would have the same stats, perks, talents and so forth unless events caused individuality (such as one losing a limb).

Tirolians run the same height and weight ranges as humans, but tend to be on the light side.
Cost: ? OP
Modifiers: +2 INT, +2 COOL, +1 EDU, -2 BOD, -2 STR, increase pick up skills to EDU x4
Maximums: INT/COOL 12, BOD/STR 8
Height: as humans
Weight: as humans

Solugi Invid

While technically not a Sentinel race, the solugi stage Invid is nearly human. Robotech only shows three such solugi; Ariel, Sera and Corg, but there is reference that the Refless created many solugi. It is possible that some other solugi also chose to stay on Earth when the Invid left. While human-looking, solugi still possess the green blood of the Invid and can develop their psionic powers.
Cost: ? OP
Modifiers: ?
Maximums: ?
Height: as humans
Weight: as humans

Android

Janice Em was the only *known* android in Robotech. However, there is no rule that says another *couldn't* exist. Such an android would not have Haydonite technology.
Cost: special; instead of having 60 points for stats, they have 60 CP to build a body. Their stats will be determined by servo class and programming. This race, more than any of the others, requires GM permission.

1) Assuming the android is passing as human, Praxian, Karbarran or whatever, they need to have the following servos: head, torso, arm with hand x2 and leg x2.

2) Sensors will be required if the android is able to interact with the outside world.

3) Powerplant type will be cold bio-energy (protoculture).

4) They must have the 'Oid stupid Mekton trick. However, they don't actually need to eat or sleep.

5) A base android will simply have customized body sculpting to appear life-like, while others may have a holographic projection system.

6) STR and MA are determined by servos and weight.

Sentinel Templates

Below are some race-specific templates. While it would not be impossible for a human to become a Praxian warrior after proving themselves to the Praxians, a human could never become a Perytonian energy wizard.

Each template gives the basic skills all members of a particular Sentinel specialist would have. Base skills start off with 2 free ranks as per “everyman skills”, and the template skills are their “MOS package”. If the Sentinel wishes to start as a "typical" template, such as a Karbarran fighter pilot instead of REF fighter pilot, you would replace

the normal REF basic training skills with the base skills of the template and then use the skill choices from the REF fighter pilot.

Base Skills: replaces the normal everyman skills

Everyman skills should be replaced because any member of the sentinel races would have grown up in their own culture, not that of the REF.

Praxian Warrior

Praxians cannot start off with any TECH or INT skills involving technology unless the campaign starts off after the primary Sentinels arc, since their homeworld is in a medieval age with only a couple pieces of automated technology.
Base Skills: Climbing, Swimming, Dodge & Evade, Awareness/Notice, Wilderness Survival (Forest), one craft or trade skill such as Cooking, Fishing, etc
Skills: Shadowing/Tracking, Stealth, First Aid, Archery, Hand-to-Hand or Wrestling, Melee

Karbarran Resistance Fighter

This represents the Karbarrans who fought to force the Invid from their world after their children were rescued by the REF. They specialize in urban combat.
Base Skills: Jury-rig, Mining, Strength Feat, ??, ??, ??
Skills: ??, ??, ??, ??, ??, ??, ??

Garudan Scout

The Garudans live a more simple life with no technology to speak of. They make excellent scouts and hunters in non-urban environments.
Base Skills: Wilderness Survival (Forest), Meditation, Expert: Hin, Awareness/Notice, ??, ??, ??
Skills: Shadowing/Tracking, Stealth, First Aid, Climbing, Archery, Melee, ??

Spherisian Warrior

?
Base Skills: Body Sculpting, Wrestling, ??, ??, ??, ??
Skills: ??, ??, ??, ??, ??, ??, ??

Perytonian Energy Wizard

A small percent of the Perytonian population is capable of psychically manipulating energy by using arcane chants as a focus.
Base Skills: pick 6
Skills: Expert: Magic, Religion, Melee, Concentration, pick 3 Perytonian psychic skills

Solugi Royalty

Solugi Invid are automatically granted certain skills as part of their evolution into their "perfected" human form.
Base Skills: Language (choice), Authority, Expert: Invid, Expert: Flower of Life, ??, ??
Skills: Mecha Pilot: Gosu, Mecha Weaponry, Mecha Combat, Awareness/Notice, ??, ??, ??

Chapter 3 – The United Earth Government [UEG]

In Robotech, the New Unity Government military is replaced with the RDF (Robotech Defense Force). They cover all branches of the military, and use most of the same templates as found in Sourcebook 1 (excluding Jammingbird and OSSSF). The RDF was responsible for the defense of earth as well as the bases on the moon and Mars.

In 2015, the earth forces decide to search out the location of the Robotech Masters, both to prevent another Robotech war and to acquire further knowledge about Robotechnology and protoculture. For this purpose, a secondary force known as the REF (Robotech Expeditionary Force) is formed. The REF fleet is headed by the SDF-3, commanded by Admiral Lisa Hunter.

After the departure of the REF, Anatole Leonard attempts a coup in 2028 but is blackmailed by General Emerson over Leonard withholding information about the approaching Robotech Masters from the UEG. After concessions on both sides, Leonard is named Supreme Commander of all Earth forces with Emerson as his second in command, and the RDF is reformed into the Global Military Police to provide oversight over the Armies of the Southern Cross.

In 2044 the UEG is renamed the UEEF (United Earth Expeditionary Force), and opens enrollment to the Tirolians and the other Sentinel races.

Zentraedi are Where?

As the Zentraedi were a Macross race, there were no Zentraedi shown in the 2nd and 3rd arcs of Robotech. Dana was half-Meltran only because she was supposed to be the daughter of Max and Miriya. This means that all of the other characters were human, with nary a Zentraedi to be seen.

This is explained off that "all" of the Zentraedi have been relocated to South America or other Zentraedi Control Zones, well out of view of the animators' cameras. Even though they were never shown, it is assumed that these Zentraedi, once freed by the collapse of the RDF, would have been fighting against the Invid just the same as humans.

However, the RDF, TSC (grudgingly) and REF all allow Zentraedi membership. Typically such members must be micronized, although there are units of macronized Zentraedi infantry and battle pod mechanized infantry.

Rank Structure

The UEG uses a slightly different rank structure than the base Macross RPG.

UEG Navy/Space Navy

	Enlisted		**Commissioned Officer**
E-1	Technical Recruit	O-1	3rd Lieutenant
E-2	Technical Apprentice	O-2	2nd Lieutenant
E-3	Technical Specialist	O-3	1st Lieutenant
E-4	Petty Officer 3rd Class	O-4	Lieutenant Commander
E-5	Petty Officer 2nd Class	O-5	Commander

E-6	Petty Officer 1st Class	O-6	Captain
E-7	Chief Petty Officer	O-7	Rear Admiral
E-8	Senior Chief Petty Officer	O-8	Vice Admiral
E-9	Master Chief Petty Officer	O-9	Admiral
E-10		O-10	

Junior Enlisted (E-1 through E-3) are fresh out of boot camp. Non-commissioned officers (E-4 through E-7) are experienced enough that they sometimes command platoons or serve as instructors. Senior non-commissioned officers (E-8 through E-9) are typically given administrative duties and answer only to commissioned officers.

Junior officers (O-1 and O-2) are fresh from academy or may be grizzled enlisted who have earned a commission. Officers (O-3 through O-6) are the main workforce of the military; ship commanders, squadron leaders, CAG (combat air general) or medical/technical personnel. Flag officers (O-7 and up) are decorated war veterans, such as Rick Hunter and Lisa Hayes-Hunter.

UEG Marines/Army

	Enlisted		**Commissioned Officer**
E-1	Private	O-1	2nd Lieutenant
E-2	Private 1st Class	O-2	1st Lieutenant
E-3	Lance Corporal	O-3	Captain
E-4	Corporal	O-4	Major
E-5	Sergeant	O-5	Lieutenant Colonel
E-6	Staff Sergeant	O-6	Colonel
E-7	Chief Sergeant	O-7	Brigadier General
E-8	Master Sergeant	O-8	Lieutenant General
E-9	Master Chief Sergeant	O-9	General
E-10		O-10	Commandant

From 2031-2044, O-9 is vacant, but Lieutenant General Reinhardt is acting as supreme commander of the UEG ground forces.

Rank 11 - Supreme Commander of UEG Military

This special rank holds command over all Earth military forces. From 2015 to 2031 this position is officially held by Anatole Eli Leonard, the man who invented the position. After his death and the Invid Invasion, the position is effectively held by Lieutenant General Gunther Reinhardt, although he does not officially carry the rank.

Robotech Mecha Weapons & Systems

All the weapons found in Robotech that are not part of Macross, Southern Cross or Mospeada. All weapons from Southern Cross and Mospeada are useable, as well as ones from Macross as outlined in the preface under “technology notes” (thus all previous Mospeada weapon packages are available to Cyclones). Any energy weapons are protoculture powered. Since much of the weapons technology is shared across the RDF, TSC and REF, it is all compiled in this chapter for ease of reference.

As for missiles, use the chart below rather than the chart in Sourcebook 4.

Missiles

Missile Type	**WA**	**Range**	**DMG**	**Kills**	**Cost**	**Used**	**Notes**
Raitheon-Erlikon GH-30B MM	+1	32	3	3	2.1	RDF	CMV
AMM-1B Short Range Missile	+1	64	5	3	5.85	RDF	CMV

Raitheon-Bifors AIM-130A IRM	+1	1200	7	2	27.3	RDF	
Long Range Missile	+2	127[2]	12	1	30.6	RDF	Blast 2, Long Range
Erlikon GA-100 Crusher	+1	64	6		10	RDF	GBP, AP
Erlikon GH-32 Grenade Crusher	+1	32	3		2	RDF	GBP, CMV
Ramington H-22T Hand Grenade	+0	thrown	5		1	RDF	GBP, Blast 1
Viper [Type A]	+1	32	3		3.51	TSC	Kinetic
Viper [Type B]	+1	32	4		1.56	TSC	
Recluse	+1	32	3		4.68	TSC	AP
Tarantula	+1	32	3		8.42	REF	CMV, Incendiary
Scorpion	+1	64	5		5.85	REF	CMV
BL-30 Cluster Missile	+1	64	1		7.5	RDF	Cluster, Blast 1
Hammerhead [Type A]	+1	64	5		13	All	AP
Hammerhead [Type B]	+1	64	6		3.9	All	
Hammerhead [Type C]	+1	64	5		20	All	Anti-Invid, AP
Hammerhead [Type D]	+1	64	6		6	All	Anti-Invid
Rapier [Type A]	+1	64	6		3.12	RDF	AP
Rapier [Type B]	+1	64	5		17.55	RDF	CMV, Blast 1
Coralsnake [Type A]	+1	64	5		13	REF	AP
Coralsnake [Type B]	+1	64	6		3.9	REF	
Coralsnake [Type C]	+1	64	5		20	REF	Anti-Invid, AP
Coralsnake [Type D]	+1	64	6		6	REF	Anti-Invid
Diamondback [Type A]	+1	1200	7		19.11	REF	Blast 1
Diamondback [Type B]	+1	1200	8		7.28	REF	
Diamondback [Type C]	+1	1200	7		19.11	REF	Blast 1
Diamondback [Type D]	+2	1200	20		*	REF	Nuclear, Blast 20
Diamondback [Type E]	+1	1200	7		29.4	REF	Anti-Invid, Blast 1
Diamondback [Type F]	+1	1200	8		11.2	REF	Anti-Invid
Diamondback [Type G]	+2	1200	1		58.1	REF	Anti-Invid Cluster, Blast 1
SCAR Lightning	+2	1200	1		37.2	TSC	Cluster, Blast 1
SCAR Python [Type A]	+1	1200	7		19.11	TSC	Blast 1
SCAR Python [Type B]	+1	1200	8		7.28	TSC	
SCAR Python [Type C]	+2	1200	20		*	TSC	Nuclear, Blast 20
SCAR Ragnarok	+2	1200	20		*	TSC	Nuclear, Blast 20
RRG CBM-200	+3	127[2]	1		135.7	REF	Cluster, Blast 2
RRG CBM-300	+3	127[2]	1		765	REF	Cluster, Blast 30
Flare Missile	+0	32	N/A		0.5	All	3 rounds
Smoke Missile	+0	32	N/A		1.2	All	Blast 2, 3 rounds
Flare/Chaff Decoy	+0	N/A	N/A		0.3	All	3K countermissile
Tear Gas Missile	+0	32	N/A		0.5	All	Blast 1
Knockout Gas Missile	+0	32	N/A		0.5	All	Blast 1
Fire Retardant Foam Missile	+0	32	N/A		0.5	All	Blast 1

*The “used” column indicates which army this missile type predominantly sees use by. The scorpion is the munitions used in the RL-2 Cyclone weapon package, and the tarantula is the munitions used in the RL-6 Cyclone weapon package.

*Anti-Invid missiles gain an additional +2 WA against Invid mecha and capital ships.

*Cluster missiles are sub-munitions that release small bomblets that will chase after the nearest target. Mecha within the area are each attacked by 1d10 bomblets (up to the maximum submunitions released). Bomblets will target larger targets first; multiply the number of bomblets by x5 for corvette scale targets and x10 for capital ship and excessive scale targets. If bomblets remain after divvying them up, the GM can assume the rest don’t find a target (treat as a mine field) or he can assign the rest to random targets within range. The BL-30 has 30; Diamondback G has 40; Lightning has 30; CBM-200 has 200; CBM-300 has 300.

*The RRG CBM missiles have the Long Range trait.

* Cost of the nuclear IRM missiles is 256,000 CP each.

Non-Weapon Systems

Shadow Cloaking System

In Mospeada, some later mecha and capital ships are upgraded to have HBT stealth systems installed. In Mospeada, it masks the hydrogen reactor signal from Inbit sensors and is a x0.2 cost multiplier.

The Robotech version is far more useful. The shadow cloak creates a "4th dimensional" shift, dumping the energy emissions from a protoculture powerplant into another dimension, preventing Invid sensors from detecting it. The shadow cloak further prevents missiles from getting a lock (drop all missile WA to +0).

ACCORDING TO THIS, EDWARDS HAS DEVELOPED A FORM OF STEALTH TECHNOLOGY THAT MASKS THE ENERGY SIGNATURE OF A VESSEL FROM DETECTION WITH SOME KIND OF TRANSDIMENSIONAL SHIFT.
FOURTH-DEEMENSIONAL RECONFIGURATION? BUT DR. LASLO ZAND ASSURED ME DAT HIS RESEARCH HAD PROVEN SUCH A PROCESS TO BE IMPOSSIBLE!
BUT HE DIDN'T ACCOMPLISH THIS ALONE... HE WAS ASSISTED BY SOME TECHNOLOGY HE ACQUIRED FROM THE INVID.
THE INVID!? HAS HE GONE MAD?

This system makes any unit with the cloak active to become invisible to all Invid sensors, making them rely only on visual tracking; all Invid weapon WA drops to -3. This modifier also affects any type of missile. The shadow cloak becomes a multiplier of x0.5. It would be a higher multiplier cost, but it has some fatal flaws (see Chapter 11 - Children of the Shadow for more details).

Neutron-S Missile

This gets a special mention and rules due to the nature of the beast. The powerplant of the missile generates a shadow dimensional field (as above) that further contains the gravitational pull of the warhead's core.. a chunk of a neutron star. This makes the missile far more destructive than the Mospeada version (theoretically).

Blast radius and damage are quite irrelevant. Once the containment field drops, the neutron star matter instantly pulls all matter and energy within reach into it, and once enough mass has condensed around it, the entire thing collapses into a small-scale black hole.

The test missile was detonated in the Omicron sector on a lifeless planet the same size as earth and it condensed that planet into itself and formed a black hole after a significant EMP explosion. The missiles in fact were built by T.R. Edwards and captured after his death on Optera, although the technology was thought "long lost" by the Haydonites.

MODAT

The MODAT (Mobile Operations Data Analysis Terminal) is an advanced computer system that was installed in the prototype Garland unit that was stolen and destroyed in 2027 in Monument City. The system itself allows access to restricted and encrypted military channels as well as advanced combat analysis. The MODAT also contains a low-level AI that will automatically engage transformation into battroid configuration when it detects the pilot is in danger. This grants a +1 to all WA. If the pilot is being targeted by an active energy weapon, on a 1-6 on 1d10 the MODAT will automatically transform the Garland into battroid mode. The system costs 10 CP and takes 1 Space and has 1 Kill.

Weapon Systems

AA-11 Flak Cannon

Anti-air flak cannon for use with the Silverback.
AA-11: +1 WA, 2K, Range 36, Blast 1, BV2, 2 Kills, CP ??

AM-1 Anti-Mecha Mine

This is simply an upgraded land mine for use against Mekton-scale units. The mine is safe against humans since the pressure plate requires a minimum of 15,000kg weight to trigger. Each mine has a blast radius of 12.2m and weighs 68kg.
AM-1: +0 WA, 5K, Single-Use

AM-2 Watchdog Anti-Mecha Mine

This is a more advanced anti-mecha landmine. When the mine detects seismic activity indicating something of the appropriate mass is approaching, a small sensor unit extends 6" out of the ground and scans the area to identify possible targets. This allows it to discriminate between friendly and enemy units. Once a target is identified, it fires a short-range missile. The mine can store up to 10 target profiles. Each mine weighs 129.2kg.
AM-2: as per SRM

Beam Saber

Through special technological advances, all Garlands and Harguns were equipped with a special bottled-plasma melee weapon - a "beam saber" as it were. This hand-held weapon normally stored in the mecha's leg until needed.
Beam Saber: +1 WA, 3K, Turns 7, Rechargeable (1/turn), 2.64 CP

CADS (Close Assault & Defense System)

These are large destroid scale ceramic vibroblades in retractable housings of the forearms of the RDF Gladius destroid. Overall the system was not considered a smashing success, but they did lead to the development of the CADS-1 system for the Cyclone series.
CADS: +0 WA, 7K, AP, 7 Kills, ?? CP

EP-1 Energy Weapon Pod

This experimental system was mounted on the shoulder of a VF-1 or the Gladiator destroid much like the Nousjadeul-Ger power armor. Its use prevents a VF-1 from changing out of battroid mode. The weapon charger tended to explode when hit.

EP-26 Particle Beam Gun

The EP-26 was developed in 2032 and was one of the first hand-held weapons available for the Cyclone riding armor. The weapon is powered directly from the Cyclone's main protoculture energizer which does provide the weapon with effectively unlimited ammunition, but at a substantially reduced rate of only 12 shots per minute. The weapon fires a 4 MJ shot out to an effective combat range of 1200 meters. Weight: 1.2 kg

EP-26: +1 WA, Range 24, 1K, CP ??

EP-37 & EP-40

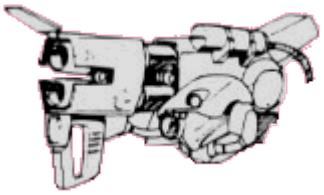
As in the Mospeada book

EP-37: +1 WA, 2K, Range 12, BV 3, Clip 15, 2 Kills, CP 9

EP-40: +1 WA, 1K, Range 12, Clip 45, 1 Kill, CP 3

EP-41R Rapid Fire Double-Barrel Pulse Particle Cannon

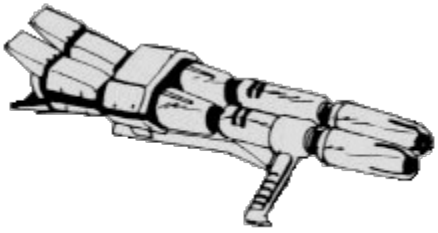
The EP-41R can fire 1.0 MJ shots at a maximum sustained rate of the rate of 30 shots per minute, but is capable of instantaneous rate of fire of 300 shots per minute. This weapon is mounted on the right shoulder of the cyclone in battroid and is capable of +60 to -30 degree traverse in altitude, and a 15 degree traverse in azimuth. The weapon is powered from its own dedicated protoculture cell, and is somewhat unreliable, tending to overheat at maximum firing rate. The gun machinery requires the removal of the Cyclone's flip-up targeting sensor, which is replaced by a fixed monocular head piece attached to a modified CVR helmet.



EP-41R: +1 WA, Range 24, 1K, BV 6, Warmup 1, 1 Kill, CP ??

EP-42 Double-Barrel Pulse Beam Rifle

The EP-42 is mounted to the left forearm plate of a Cyclone. Deriving its power from the Cyclone's main generator, the EP-42 is capable of firing 3.0 MJ pulses from each barrel at a total rate of fire of twenty shots per minute. This weapon is based upon a miniaturized version of the gun machinery of the Alpha's EP-13.



EP-42: +1 WA, Range 40, 1K, BV 4, 1 Kill, CP ??

EP-48 Plasma Mortar Rifle

The EP-48 was developed to allow the Cyclone to fire at targets not directly in its line-of-sight. The weapon is extremely effective in targeting fixed sites at ranges up

to 2,500 meters, any further and the plasma mortar loses containment and quickly dissipates. The weapon takes some training to use effectively as the mortars are fired at 100 m/s muzzle velocity which results in highly parabolic trajectories, as compared to other Cyclone weaponry. The weapon is powered from its own Protoculture cell which allows the EP-48 to fire up to 40 shots. The weapon was developed in the early 2040's and saw wide use by the time of the 2nd Reclamation Force arrived in Earth space (September 2042).
EP-48: +0 WA, Range 50, 2K, Blast 1, Clip 40, 2 Kills, CP ??
-2 WA for direct fire

GA-13 30mm Gauss Rifle

The RDF began experimenting with the use of Gauss Rifles as a possible alternative to the standard rotary gun pod of the First Robotech War, the GU-11. This experiment culminated in 2013 with the production of the XVF-1K, an experimental veritech design that was intended to replace the VF-1. This design was armed with the first mecha sized Gauss Rifle, the GA-10. This weapon could fire 30mm nickel slugs at extremely high speeds. Unfortunately the GA-10's induction coils not designed well enough to withstand the rigors of intense combat, and had a tendency to overload in the heat of combat. This malfunction would cause the entire gun pod to explode leaving the veritech defenseless. In time, the design flaws were resolved and it went into production as GA-13. The GA-13 proved to be widely popular with the VAF-6 pilots because it offered vastly superior range to the GU-13 and had few drawbacks. The GA-13 saw wide use from 2025 until 2035 when the EU-13 began to be mass produced.

GA-13: +1 WA, Range 60, 5K, Clip 60, 5 Kills, CP ??

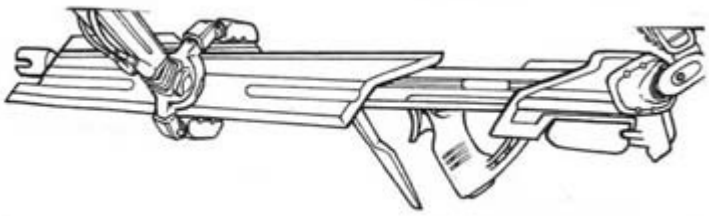
GA-14 40mm Gauss Rifle

As the Sentinel campaign progressed, REF scientists once again looked at the potential advantages of the Gauss Rifle over the standard rotary gun pod, GA-13 and the newer energy pod EU-13. Gauss rifles had originally been investigated in 2013 cumulating with the production of the 30mm GA-13 design. The weapon proved popular with the RDF and the weapon was used in the early portion of the war with the Invid Regent. However, as improved Invid designs became more prevalent, and upgraded version was needed.

In 2035, research produced the GA-14 40mm REF Gauss Rifle. In all respects, the weapon was superior than the earlier GA-13. The GA-14 had 67% percent increased range and a 100% increase in damage. The weapon was even able to break through the armored exoskeleton of early model inorganics. However, the weapon was somewhat unwieldy to fire and pilots soon complained that the weapon was unable to track targets under 500m. As a result, the GA-15 was generally issued only during space combat and often the pilots would discard the weapon once the Invid entered into EU-13 range.
GA-14: +1 WA, Range 100, 7K, Clip 50, 7 Kills, Minimum Range 10, CP: ??

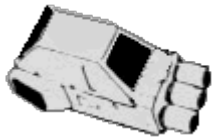
GA-15 50mm Gauss Rifle

Potentially the most advanced weapon developed by the RDF. It has a maximum range of 32.19 km with an effective range of 27.52 km. It carries three times the ammo, has 45% better accuracy and five times the range of the GU-11. Only the prototype was built, and destroyed in 2010 with the VF-I2 it was built for.



GA-15: +2 WA, Range 550, 5K, BV 2, Experimental, 5 Kills, CP ??
Ammo: Clip 180, AP, 5 Kills, CP ??

GR-10 Micromissile Launcher



This is a micromissile launcher that mounts on the leg of a Cyclone. It holds three Recluse micromissiles.
GR-10: +1 WA, 3K, Range 32, CMV, 1 Kill, CP 12.9

GR-97 SRM Launcher

As in the Mospeada book; mounts Scorpion missiles.

GR-100 MM Launcher

Medium capacity missile rack for the REF destroids. It holds 18 micromissiles.

GR-101 MM Launcher

High capacity rack for the REF destroids. It holds a whopping 96 micromissiles.

GR-102 MM Launcher

Large capacity rack for REF destroids. It holds 36 micromissiles.

GR-103 Micromissile Launcher

As in the Mospeada book; mounts Recluse missiles.

GR-105 Micromissile Launcher

This is a micromissile launcher for a Cyclone arm weapon mount. It holds six Tarantula micromissiles and can fire up to three per attack.
GR-105: +1 WA, 3K, Range 32, CMV, 2 Kills, CP 25.8

GRA-10 Laser

This is a powerful laser mount for REF destroids.
GRA-10: +1 WA, Range 60, 10K, Warmup 1, 10 Kills, ?? CP

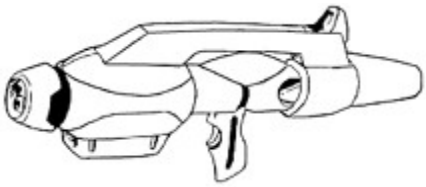
GU-111 Gunpod

At the end of the First Robotech War, the GU-11 reigned supreme. The REF supreme command wanted to phase out this older weapon which could only be used by the older Valkyrie series for the newer smaller GU-XX series gun pods which would be used on the newer Alpha and Beta fighters. To many of the supreme command's dismay, a large portion of the veterans from the first Robotech War expressed their desire to continue to fly the older VF-1's over the newer designs. REF supreme command decided to keep the older veritechs flying but upgrade the avionics and weapon packages. Thus the GU-111 project was born headed by General John Adkins (REF).

In all outward respects the GU-111 is identical to its original cousin. As a result any mecha which could use the massive GU-11 could also use the GU-111. However internally there are sizable differences. Using new materials, researchers were able to make a lightweight higher caliber weapon which could fire 65mm caseless ammunition at 700 rounds a minute. The weapon was popular with the veterans of the First Robotech war, although younger pilots tended to continue to use the GU-XX series gunpods.
GU-111: +1 WA, Range 24, 3K, BV 6, Clip 60, 3 Kills, CP ??

GU-11S 55mm Gunpod

This weapon is a variant of the original GU-11 Gun Pod used by the VF-1 Veritechs of the Robotech Defense Force. Smaller, with a shorter barrel and smaller magazine, this weapon was designed for use with the Hargun when it became apparent that the GU-18's semi-automatic mode of fire was a limitation to its effectiveness in combat. This weapon was generally issued only to Hargun units, as the GU-19's development had been completed by the time the Model 6 Garlands saw production.



GU-11S: +1 WA, 1K, Range 24, All Purpose, BV 3, 1 Kill, Clip 16, CP ??

GU-12 100mm Gunpod

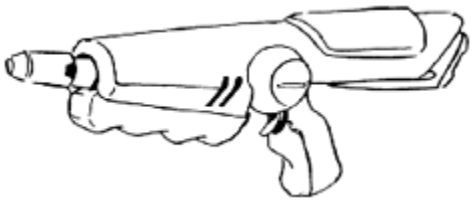
This is an experimental gunpod designed by the RDF that uses high caliber armor piercing rounds with a single-barrel design to provide stronger firepower. The system had a jamming glitch that was never worked out and the design fell behind other, newer weapons. Unlike the GU-11 series, the GU-12 is clip fed.
GU-12: +1 WA, 4K, Range 7, Phalanx-Variable, BV2, 4 Kills, Clip 10, CP ??

GU-18 23mm Gunpod

When the XE-17 energy pistol on the test model of what would become the Garland blew up, political pressure mandated that a different line of research be followed. Thus, with much grumbling, Dr. Zand put together a small semiautomatic cannon gun pod for the Cyclone Series 3 and

5. This weapon would also be issued to some Harguns and early Series 6 Garlands prior to the widespread deployment of the GU-19.
GU-18: +1 WA, 1K, Range 12, All Purpose, 1 Kill, Clip 12, CP ??

GU-19 35mm Gunpod

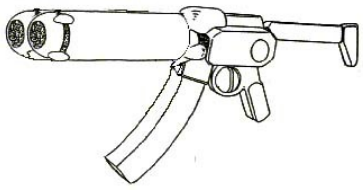


During the Hargun's design stage, the designers of the Garland series of vehicles came to the conclusion that the GU-18 gun pod's power and utility were limited by its inability to support fully automatic rates of fire. The GU-11S was a good interim solution, but 55mm ammunition was being phased out in favor of smaller types and might not be around much longer. Therefore, a new weapon was designed, using the caseless 35mm depleted Uranium APSSDS (Armor Piercing Spin-Stabilized Discarding Sabot) ammunition developed for the VAF-05 and VAF-06 Alpha Fighters. The caseless ammunition allowed a higher rate of fire and ammunition capacity than conventional ammunition, and the GU-19's larger clip dramatically increased the kill power of the Garland unit. This was the standard-issue weapon for the later Harguns and the Series 6 and 7 Garlands.
GU-19: +1 WA, 1K, Range 24, All Purpose, BV 4, 1 Kill, CP 117
Ammo: Clip 20, AP, 1 Kill, CP 93.6

GU-21 45mm Recoilless Rifle

GU-21 is a rather powerful and dangerous weapon developed shortly before the Garlands were retired from service. Due to its late development this weapon is fairly rare, but it is valued for its destructive potential. The GU-21 can fire 45mm fin-stabilized grenades of several different types, and uses a special multi-compartmented magazine that can contain up to three different types of grenades, allowing the pilot to select the type he wishes to fire at the touch of a button. Grenade types include High Explosive Anti-Tank (HEAT), Fragmentation (FRAG), Incendiary, Smoke, or Gas grenades, or star shell flares. The GU-21 may also be equipped with an external N-2 net launcher. This weapon was issued to some Garland 6 and 7 models. Carries a payload of 30 grenades, which may be divided into three different groups of 10 (10 each of three ammo types); it takes a single action to switch feeds.
GU-21: +0 WA, Range 18, Multifeed 3, Clip 30, 2 Kills, CP ??
HEAT: 3K, AP
Fragmentation: 2K, Blast 1
Incendiary: 2K, Blast 1
Smoke/Gas/Flare: as per micromissile of same type

GU-XX Dual Gunpod



This is an experimental version of the standard GU-XX. The barrel length is reduced to allow for the extra barrel underneath. This modification shortens the range of the weapon. In addition a special clip is needed for this

weapon, other than the standard GU-XX clip. This gun is known to jam on occasion (jams on an attack roll of 1).
GU-XX: +1 WA, Range 24, 3K, BV 6, Clip 30, 3 Kills, Experimental, CP ??

H-109P Cyclone Destabilizer

The plans for the H-109P were stolen before the 2nd Earth Reclamation force left for Earth space. The culprit was never discovered and it took the Robotech Research facilities on Tirol two additional years until immediately before the 3rd Reclamation force was launched before the H-109P entered into full production. Only several hundred were produced for the attack and those were issued exclusively for REF Special Forces. The H-109P fires a plasma shot with an output of 10 MJ up to 8 times per melee out to effective combat range of 1,000 meters. The plasma shot have a specific disrupting effect on force fields and will short out low-power field fields completely, while high-power fields will temporarily cease to function.

H-109P: +2 WA, Range 20, 5K, Disruptor, Clip 20, 2 Kills, CP ??

H-260 Valiant

Beam assault rifle used by the Silverback and Cyclone series.

H-260: +1 WA, Range 12, 2K, BV 4, Clip ?, 2 Kills, CP ??

HGR-70 Railgun

Rapid fire railgun made for use with Cyclone and Silverback units.
HGR-70: +1 WA, 3K, Range 24, BV3, Clip 100, 3 Kills, CP ??

HGR-140 Railgun

Essentially two HGR-70 railguns with a linked FCS.
HGR-140: +1 WA, 3K, Range 24, BV3, Clip 100, 3 Kills, Mated, CP ??

LA-5 Pulse Laser

Upgraded laser for variable fighter head mounts.
LA-5: +1 WA, Range 12, 2K, Phalanx Variable, BV 3, 2 Kills, 1 Space, CP 24.8

M-100

Used for anti-personnel missions against lightly or unarmored targets. The M-100 uses two magazines both of which have a 100 round capacity. Like the EP-40, the M-100 has an advanced targeting camera which links with the cyclone's main weapon system providing it with a higher probability of striking.
M-100: +0 WA, Range 20, 6d6 Hits, Blast 1, Clip 200, 1 Kill, CP ??

MM-8 SRM Launcher

Small capacity rack for RDF variable fighters. It holds 4 SRM.

MM-16 SRM Launcher

Small capacity rack for RDF variable fighters. It holds 8 SRM.

MM-50 SRM Launcher

Small capacity rack for REF destroids. It holds 4 SRM.

N-1 Net Launcher

This interesting gun pod fires a woven cable net about ten feet in diameter. To break through this net, the victim must inflict 2K to it (either through shooting it or through tearing it). Otherwise it will take 4D6 turns (minus 1 turn per point of REF over 5) to disentangle oneself. This gun was designed for use by Global Military Police Harguns (and later issued to Series 6 and 7 Garlands) to capture fugitives or suspects without a great risk of harming them (or nearby innocents).
N-1: +1 WA, Range 1, Clip 1

N-2 Net Launcher

This canister attaches to the GU-21, just to the left of the barrel. Like the N-1, it fires a woven cable net about ten feet in diameter. To break through this net, the victim must inflict 2K to it (either through shooting it or through tearing it). Otherwise it will take 4D6 turns (minus 1 turn per point of REF over 5) to disentangle oneself. Otherwise it will take 4D6 melees (minus 1 melee per +1 bonus to parry, dodge, or strike from Physical Prowess) to disentangle oneself.
N-2: +0 WA, Range 1, Clip 1

OSS-88 Sensor Suite

Optional system that can attach to the top weapon mount of the Silverback series. It has sensors equal to those found on a Beta. It includes MW class sensors & communications, resolution enhancement x100, nightvision, thermal vision, digital video recorder, audio enhancer, laser distancer, markerlight, encrypted laser communications, IFF and combat computer, and extended radar to 120km.

PBC-11 Particle Beam Cannon

Replacement of the older PBC-10 used by the Excalibur.
PBC-11: +1 WA, Range 60, 11K, Warmup 1, 11 Kills, 2 Spaces, ?? CP

PBC-12 Particle Beam Cannon

Upgrade of the PBC-11.
PBC-12: +1 WA, Range 60, 12K, Warmup 1, 12 Kills, 2 Spaces, ?? CP

PBC-20 Particle Beam Cannon

High output energy weapon for the Mac III.

PBG-20: +1 WA, Range 60, 20K, Warmup 2, 20 Kills, 2 Spaces, ?? CP

RL-9 Rocket Launcher

As in the Mospeada book (as RL-6 Rocket Launcher); mounts Tarantula missiles

RL-6: +1 WA, 3K, Range 32, 1 Kill, CMV, CP 13

Silverback Missile Systems

This is a group of different missile launchers for use with the top weapon mount on the Silverback series. The Silverback can carry a full reload in the back while in vehicle configuration. Each launcher system has 3K with 3K/SP3 armor and costs 10 CP.

MMMDS-6: Payload 6 IRM

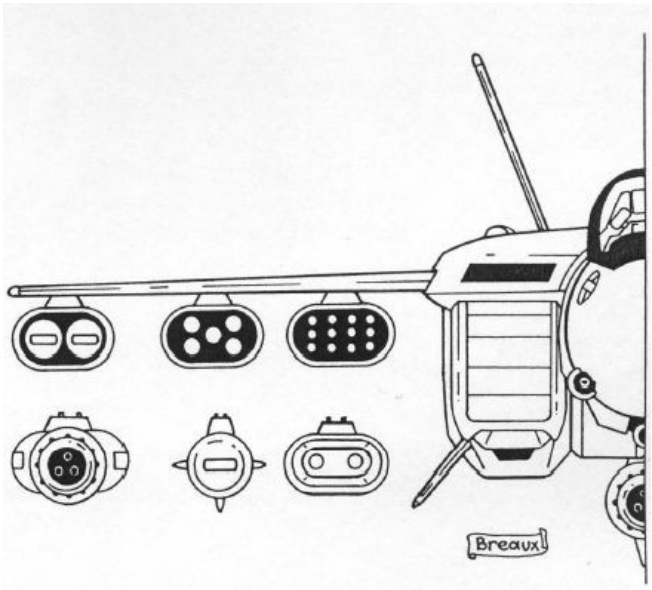
LMMDS-12: Payload 12 SRM

MMDS-48: Payload 48 micromissiles

Versatile Weapon Configuration System (VWC)

The RDF made continuous efforts towards increasing the combat capability of the mecha they had available. One such development was the versatile weapon configuration system; a series of modular pods to attach to a VF-1 Valkyrie's wing hardpoints to provide additional firepower.

In addition to the B-Mod from the drag caused by the pods, there was a chance of them tearing free from the hardpoints if the variable fighter exceeds Mach 1 (1-4 on 1d10).



Pod A: contains a modified GU-11 with 100 bursts of ammunition, but it is fixed forward

Pod B: contains 12 micromissiles

Pod C: contains 5 SRM

Pod D: contains 2 IRM

Pod E: contains 1 LRM

Pod F: contains advanced sensor package, nightvision, thermal vision and spotting radar (phased array)

Capital Ship Systems

Synchro Cannon

This weapon inflicts less damage than the SDF-1's reflex cannon, but has a faster rate of fire, its more reliable and it takes up less space in a ship.
Damage: 4000K
Kills: 1500
WA: +3 Range: 6,437,376(321,868.8 km)
Firing Arc: FF
Space: 5 Cost: 250,000 CP
Notes: Wide Beam (33 hex), Ultra-Beam, Warm-up 1

If fired against a planet, this weapon will leave a radioactive crater 75 km in diameter and 1-2 km deep.

Minor Changes

The following mecha are used mostly "as is" from Macross, Southern Cross or Mospeada with only changes to their name and designation (and background), and the fact they are now flower powered [change powerplant from Fusion to Bio Energy (-x0.1 to x0.35, costs below are already adjusted)]:

Original	**Robotech**
VF-1 Valkyrie *	VF-1 Veritech
GBP-1	Armored Veritech
Tomahawk	Excalibur
Spartan	Gladiator
Defender	Raider X
Monster Mk II	M.A.C. II
Phalanx	Spartan
Legioss	VAF-6 Alpha series
Tread	VBF-9 Beta
Mospeada	Cyclone

* Only the following variants are used: A, D, J, S, Super, Strike, VT, VC and VE

Notes on FAST packs and optional weapon systems are detailed in the Preface.

Banshee-class	
Battle-class	
Tristar-class	
Tokugawa-class	SDF-7 Tokugawa
Shimazake-class	
Horizont	
Garfish	SDF-6 Garfish
Ikazuchi	
Izumo	SDF-4 Izumo

Chapter 4 – Robotech Defense Force [RDF]

In Robotech, the original forces of the UN Spacy from Macross form the Robotech Defense Force, or RDF, for the purpose of defending the Earth from the impending Zentraedi invasion. They are the heroes of the First Robotech War.

After the First Robotech War and the REF's departure, the RDF becomes little more than a token force in the shadow of the Armies of the Southern Cross.

Uniforms and Insignia of the United Nations Defense Force, and the RDF until 2020

While the UNDF retained the field uniforms of the militaries of the UN member states, a common semi-dress uniform was adopted in 2001, that consisted of a shirt, and color-matched slacks and a pull-over smock. The design used by the UNDF would ultimately yield the famous semi-dress uniform of the RDF, when the UN was disestablished after the conclusion of the Unification War.

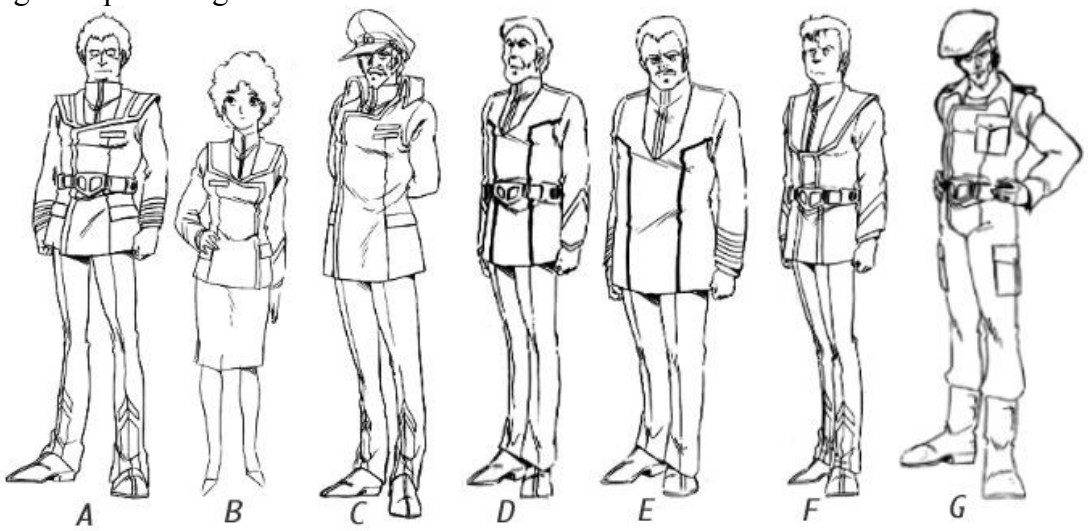
Above: UNDF semi-dress uniform

The basic RDF semi-dress uniform consisted of a pair of slacks (with a skirt optional for female soldiers), a shirt, and a jacket. The color of the jacket indicated a soldier's branch and department, and the color of the shirt would indicate department and unit. Slacks were color-coded with the shirt, and skirts color-coded with the jacket. An outer belt was worn outside the jacket. Military Police, from all branches, were issued a distinctive jacket that immediately identified the wearer as law enforcement. Similarly, flag officers (including Colonels and "flag Captains" - or Captain, upper) wore a jacket with a distinctive collar befitting their rank.

The RDF duty uniform, rarely worn outside the army, replaced the jacket with a pull-over smock that could be optionally fastened with an external belt. Aside from the collar, this uniform was closest to the UNDF semi-dress uniform that had preceded it.

The RDF fatigues were a more simple matter. Essentially a BDU jumpsuit, the fatigues were worn with a t-shirt and exterior belt, and formed the basis of the standard

duty uniform for most enlisted men, and most officers in the field. The fatigues were manufactured in a number of color schemes; blue (for Spacy and Air Force personnel), yellow (for flight crew and engineers), urban camo, woodland, 6-color desert khaki, and tiger stripe among them.

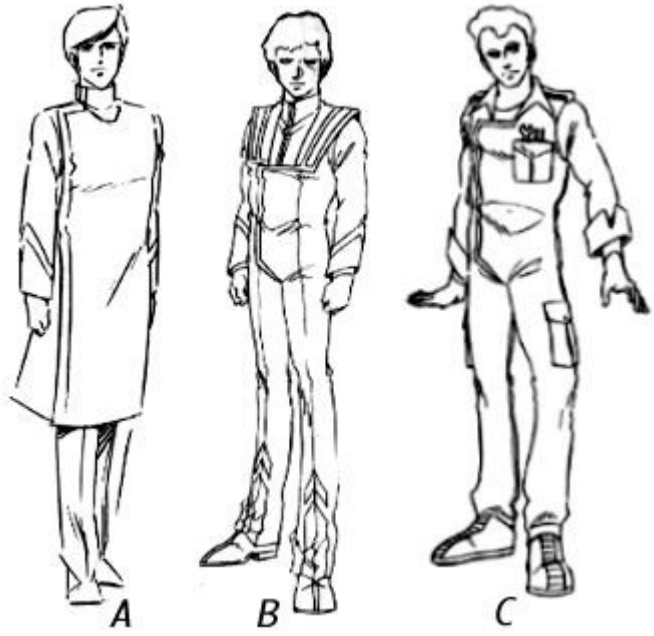


A: Standard RDF semi-dress uniform, male officer.
B: Standard RDF semi-dress uniform, female enlisted.
C: Standard RDF semi-dress uniform, flag officer (0-7 and above).
D: Standard RDF duty uniform, enlisted man.
E: Standard RDF duty uniform, officer.
F: RDF Military Police uniform
G: RDF military fatigues

The RDF Dress uniform was a simple matter for flag-officers. It consisted of a short wrap including shoulder epaulets that was worn over the semi-dress jacket. The uniform for all other ranks was a separate shirt and double-breasted jacket, though the semi-dress slacks and skirt were retained in the dress uniform. Aside from the traditional difference in which side of the jacket opened, male and female dress jackets were identical.

Left: Standard RDF Dress uniform, officer and enlisted.
Right: Standard RDF Dress uniform, flag officer (O-7 and above)

In addition to the above, some specialized uniforms existed in the RDF. Among them was a doctor's smock, a jumpsuit variant of the semi-dress slacks and jacket, and a light jumpsuit based on a pattern similar to that of the standard fatigues, usually used by technicians and engineers in hot climates and hot engine rooms.



A: RDF Medical smock.
B: RDF semi-dress work jumpsuit.
C: RDF work jumpsuit.

RDF Mecha

Veritechs: VF-1A, VF-1D, VF-1J, VF-1S, VF-Super Veritech, Armored Veritech, VF-I2, Tornado Combat Bike
Destroids: Excaliber Mk VI, Gladiator Mk II, Mac Mk II, Raider-X Mk X, Spartan Mk XII, Mini Mac, Crusader, Defender, Gladius, Light Insurgence Battroid, Aggressor Assault VTOL

RDF Mecha

Gladiator, Mac II, Excalibur, Raider-X, Spartan, VF-1

These mecha from the original Macross saga are the foundation of the RDF. The names change, but the stats are the same (other than powerplant).

Defender

With more and more of the RDF's combat taking place in cities, the need to reduce collateral damage lead to the design of the Defender. The frame is smaller, making it more able to traverse city streets. Further miniaturization of weapon systems allowed it to carry a good range of firepower for city fights without leveling every building in sight. It later gained popularity with the TSC. The arms mount modified TZ gun clusters with a heavy mace for close combat.

Gladius

The Gladius serves as a close combat destroid, successor to the Gladiator. It mounts a pair of vibro blades that are the inspiration for the Cyclone CADS. It also uses experimental disruptor missiles that disable lightly shielded sensors. Ultimately it proves to be too expensive and unreliable for mass production, and the design is retired.

Light Insurgence Battloid

This unit becomes the basis for the later TSC battloids. The destroid is slow but heavily armed, basically a walking tank. The vertiech is fast and agile, but expensive to build. The battloid becomes the happy medium between the two. Approximately 4000 of these are built before the departure of the REF.

MAC Mini-Monster

This destroid fills the need for heavy firepower, but has been miniaturized enough to be mobile in the field. It is only slightly slower than the other destroids of the line and is able to keep pace. Mass production lasted only a short while before it was replaced with the REF's Monster Mk III, as the need for pure firepower was required.

MBR-010 Mk III Crusader

One of the RDF's attempts at hybridization of the old destroids with newer technology. It mounts new systems and weapons, with no attempt at miniaturization. The right arm mounts a shield, favored by the TSC, that also packs additional sensors.

The most interesting feature is the holographic projection system. This is essentially an upgraded version of Dr. Emil Lang's system built into Janice Em.

Unfortunately, the system was doomed for two main reasons. The first being the expense of installing such a sophisticated system in such a large unit. The second was while it could fool the naked eye, any other type of sensors would see right through it. This fatal flaw doomed the destroid to design limbo and only a couple test models were built.

There is also the Mk IV which is modified for space use with thrusters and a magnetic grapple line, and the Mk V designed for underwater use.

VF-I2 Thunderchief

The VF-I2 (variable fighter interceptor) was developed after the First Robotech War at research station Gibraltar in the asteroid belt between Mars and Jupiter. It was meant as a high speed interceptor to replace the VF-1 series veritech. The thrusters produced 25% more thrust and it had a 50% increase in sensor range. Instead of mounting a cluster of smaller pulse lasers on the head, the Thunderchief mounted a single high power pulse laser. To augment its combat power, four internal missile pallets were included.

The GA-15 50mm gauss rifle was developed specifically for the VF-I2. Unfortunately, the station was destroyed in a Zentraedi raid in 2010 before the earth's annihilation, taking both the VF and gunpod prototypes with it. The plans were lost, and no attempt was made to rebuild either design.

RDF Mecha Profiles

VF-1A Valkyrie

COST: 256 CP (+68.65 for loaded GU-11)
Availability: 2009+

HEIGHT:
47.0 ft (14.10 m) in soldier configuration.
29.0 ft (8.70 m) in gerwalk configuration.
12.8 ft (3.84 m) in fighter configuration.

WIDTH:
18.2 ft (5.45 m) at shoulders in soldier configuration.
49.3 ft (14.78 m) in gerwalk or fighter configuration with wings at maximum extension.

LENGTH:
16.0 ft (4.80 m) in soldier configuration.
37.3 ft (11.30 m) in gerwalk configuration.
47.4 ft (14.23 m) in fighter configuration.

WEIGHT:
Empty: 13,250 kg
Standard T-O Weight: 18,500 kg
Max T-O Weight: 42,000 kg

Mode	MV	Land MA	Fly MA
Battroid	-1	6 (300m/round)	16 (800m/round)
Gerwalk	-2	3 (150m/round)	24 (1200m/round)
Fighter	-3	0	32 (1600m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		STR	6	8	STR	3	3

Head	LW	2	3	LW	2	2
Right Arm	STR	4	5	LW	2	2
Left Arm	STR	4	5	LW	2	2
Right Leg	STR	4	5	STR	3	3
Left Leg	STR	4	5	STR	3	3
Right Wing	LW	2	3	LW	2	2
Left Wing	LW	2	3	LW	2	2

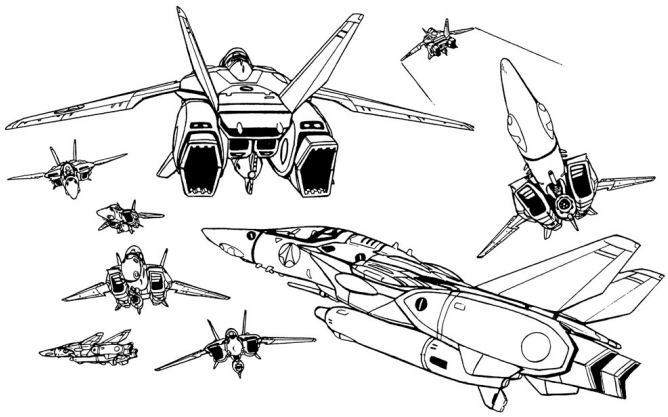
Thrusters	**Location**	**MA**
Thruster	Right Leg	8
Thruster	Left Leg	8

Sensors	**Location**	**Kills**	**Sensors**	**Communications**
STR Class	Head	1	4 km	800 km

Weapon	**Location**	**DMG**	**Range**	**WA**	**Kills**	**Shots**	**Notes**
Hands	Arms	1K	Melee	+0	1	U	Quick, Handy
ROV-20 Laser	Head	1K	12	+1	1	U	Phalanx Variable
GU-11 Gunpod	1 Handed	3K	24	+1	3		All-Purpose, BV3
Ammo						60	Armor Piercing

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x2), Storage Module, Escape Pod
Micromanipulator (x3), Weapon Mount, Self Destruct, Combat Computer, Resolution Intensifier (4x)
Hardpoints (2 on Main Body, 2 per Wing)

Multipliers
Environmentals (Space, Re-entry, Desert), Verniers (1 Main Body, 2 each Leg)
Variable Fighter, Autopilot, Semi-monocoque, Autopilot, Bio-Energy Powerplant



VF-1C Valkyrie

COST: 147 CP
Availability: 2009+
* Civilian model with all integrated weapons and combat computer removed.

VF-1D Valkyrie

COST: 276 CP +68.65 for loaded GU-11)
Availability: 2009+
* Two seat version with backup controls and recording suite used for training.
* Also referred to as VT-1D.

VF-1J Valkyrie

COST: 259 CP (+68.65 for loaded GU-11)
Availability: 2009+
* Command model for wing and squadron leaders.
* Has two head lasers.

VF-1J Valkyrie (Max/Miriya Type)

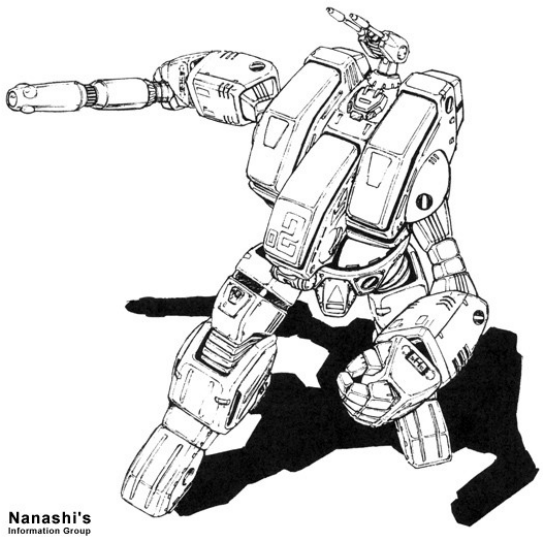
COST: 267 CP (+68.65 for loaded GU-11)
Availability: 2010+
* Customized for ace pilots Max and Miriya Jenius.
* Add ACE +33%.

VF-1S Valkyrie

COST: 276 CP (+68.65 for loaded GU-11)
Availability: 2009+
* Command model for flight leaders.
* Has four head lasers.

Gladiator

COST: 568 CP (+140.5 CP for 24x SRM)
Availability: 2007 to 201X
Manufacturer: Centinental/Kransmann



HEIGHT:
11.31m
WIDTH:
8.3m
LENGTH:
6.1m
WEIGHT:
29,400 kg

Mode	MV	Land MA	Fly MA
Destroid	-1	5 (250m/round)	0

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MH	16	20	MH	8	8
Right Arm		MS	5	6	MW	6	6

Left Arm	MS	5	6	MW	6	6
Right Leg	MW	7	9	MW	6	6
Left Leg	MW	7	9	MW	6	6
Pod	LW		4	STR	3	3

Thrusters	**Location**	**MA**
None		

Sensors	**Location**	**Kills**	**Sensors**	**Communications**
LH Class	Torso	2	20 km	1800 km

Weapon	**Location**	**DMG**	**Range**	**WA**	**Kills**	**Shots**	**Notes**
CH2-TYPED	Right Arm	6K	Melee	+0	5	U	AP, Handy
CH2-TYPED	Left Arm	6K	Melee	+0	5	U	AP, Handy
Astra TZ-IV	Torso				Mated, Anti-Personnel Variable, Linked		
Laser		2K	12	+1	2	U	
32mm Autocannon		2K	24	+0	2		BV4
Ammo					1	10	
25mm MG		1K	24	+0	1		BV4
Ammo					1	10	
180mm Grenade		4K	24	+0	4		
Ammo					2	40	Blast 1
Flamethrower		1K	2	+0	1	U	Incendiary
Missile Rack	Torso	5K	64	+1	4	12	CMV, Linked
Missile Rack	Torso	5K	64	+1	4	12	CMV, Linked
Anti-Air Laser	Pod	2K	24	+1	2	U	BV2, Linked
Anti-Air Laser	Pod	2K	24	+1	2	U	BV2, Linked

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Magnetic Foot Locks

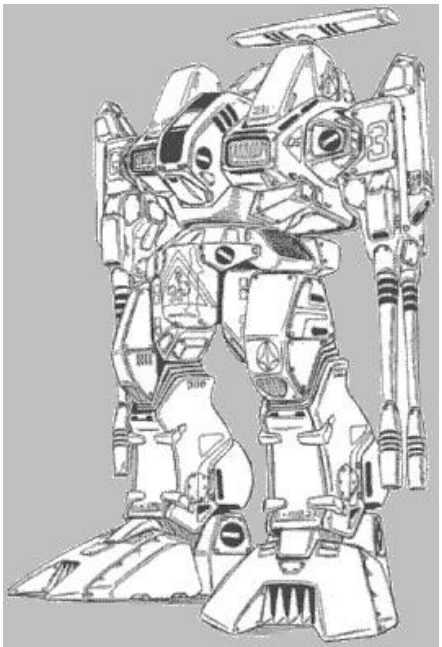
Multipliers
Environmentals (Arctic, Space, Desert, Underwater), Verniers (1 Main Body, 2 each Leg)
Heavy Hydraulics, Semi-Monocoque, Bio-Energy Powerplant

Notes
Due to the complicated movement systems, there is a -2 penalty to all rolls to jury-rig, repair or modify the Gladiator.

Raider-X

COST: 691 CP (+351 for ammunition)
Availability: 2009 to 201X
Manufacturer: Viggers/Chrauler

HEIGHT:
10.73m to base of antenna
11.27m total
WIDTH:
8.6m
LENGTH:
4.3m
WEIGHT:
27,100 kg



Mode	MV	Land MA	Fly MA
Destroid	-1	5 (250m/round)	0

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MH	16	20	MH	8	8
Right Arm		MS	5	6	MW	6	6
Left Arm		MS	5	6	MW	6	6
Right Leg		MW	7	9	MW	6	6
Left Leg		MW	7	9	MW	6	6
Pod		LW		4	STR	3	3

Thrusters	Location	MA
None		

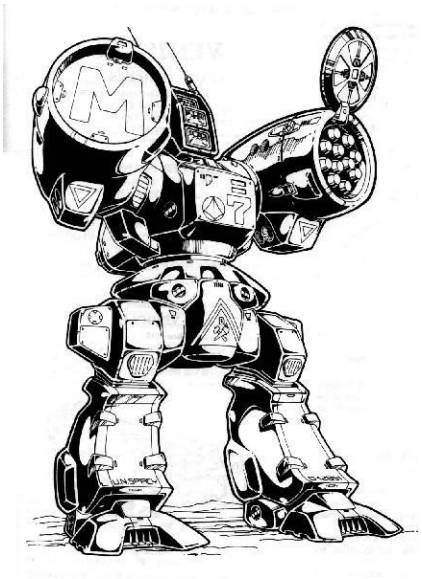
Sensors	Location	Kills	Sensors	Communications
AH Class	Pod	3	30 km	3000 km
Backup	Torso	2	1 km	300 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Contraves II	Right Arm	3	40	+1	3	-	BV4, All Purpose, Linked
Ammo	Torso				5	100	AP
Contraves II	Left Arm	3	40	+1	3	-	BV4, All Purpose, Linked
Ammo	Torso				5	100	AP

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Magnetic Foot Locks, Semi-Monocoque
Pod: Advanced Sensors, Resolution Enhancement 5x, Spotting Radar, Radio/Radar Analyzer, Target Analyzer

Multipliers
Environmentals (Arctic, Space, Desert), Verniers (1 Main Body, 2 each Leg), Bio-Energy Powerplant

Spartan



COST: 241 CP (+257.4 CP for 44x SRM)
Availability: 2009 to 2010
Manufacturer: Macross Onboard Manufacturing Plant

HEIGHT:
12.05m
WIDTH:
10.8m
LENGTH:
5.1m
WEIGHT:
47,200 kg

Mode	MV	Land MA	Fly MA
Destroid	-3	4 (200m/round)	10 (500m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MH	16	20	MW	6	6
Right Arm		MS	5	6	MW	6	6
Left Arm		MS	5	6	MW	6	6
Right Leg		MW	7	9	MW	6	6
Left Leg		MW	7	9	MW	6	6
Pod		LW		4	STR	3	3

Thrusters	Location	MA
None		

Sensors	Location	Kills	Sensors	Communications
LH Class	Pod	2	20 km	1800 km
Backup	Torso	2	1 km	300 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
SRM Launcher	Right Arm	5K	64	+1	7	22	CMV, Linked
SRM Launcher	Left Arm	5K	64	+1	7	22	CMV, Linked

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Magnetic Foot Locks, Semi-Monocoque
Target Analyzer, Tri-level Searchlight (Infrared, Ultraviolet and White Light)

Multipliers
Environmentals (Arctic, Space, Desert), Verniers (1 Main Body, 2 each Leg), Bio-Energy Powerplant

Notes: Designed onboard the SDF-1 while en route from Pluto to provide the SDF-1 with additional firepower as a mobile missile platform.

Excalibur

COST: 743 CP (+140.4 CP for 24x SRM, +163.8 CP for 6x IRM)
Availability: 2007 to 201X
Manufacturer: Viggers/Chrauler

HEIGHT:
12.7m with missile rack
11.27m to top of main body
WIDTH:
7.9m
LENGTH:
5.1m
WEIGHT:
31,300 kg

Mode	MV	Land MA	Fly MA
Destroid	-2	5 (250m/round)	0

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MH	16	20	MH	8	8
Right Arm		MS	5	6	HS	5	5
Left Arm		MS	5	6	HS	5	5
Right Leg		MW	7	9	MW	6	6

Left Leg	MW	7	9	MW	6	6
Pod	SL		2	STR	3	3

Thrusters	**Location**	**MA**
None		

Sensors	**Location**	**Kills**	**Sensors**	**Communications**
LH Class	Torso	2	20 km	1800 km

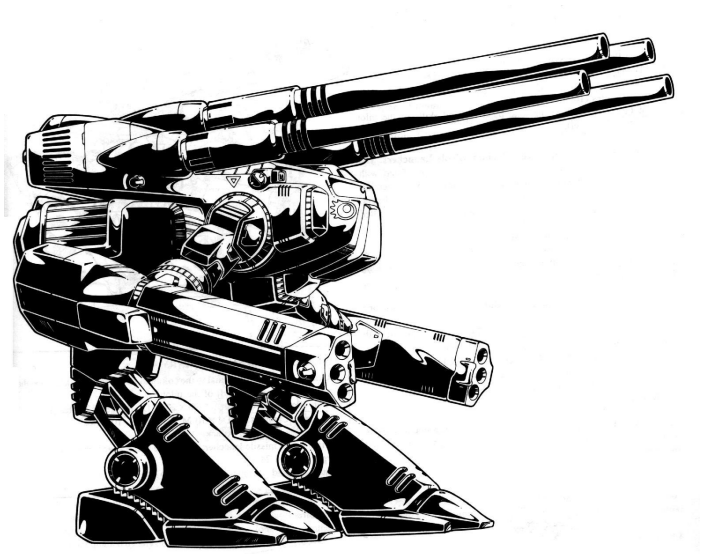
Weapon	**Location**	**DMG**	**Range**	**WA**	**Kills**	**Shots**	**Notes**
Particle Cannon	Right Arm	10K	60	+1	10	U	Warmup 1
Particle Cannon	Left Arm	10K	60	+1	10	U	Warmup 1
12.5mm MG	Torso	1K	12	+0	1	-	BV4, All Purpose, Linked
Ammo					1	10	
12.5mm MG	Torso	1K	12	+0	1	-	BV4, All Purpose, Linked
Ammo					1	10	
Astra TZ-III	Torso				Mated, Anti-Personnel Variable, Linked		
Laser		2K	12	+1	2	U	
25mm MG		1K	24	+0	1		BV4
Ammo					1	10	
180mm Grenade		4K	24	+0	4		
Ammo					2	40	Blast 1
Flamethrower		1K	2	+0	1	U	Incendiary
Astra TZ-III	Torso				Mated, Anti-Personnel Variable, Linked		
Laser		2K	12	+1	2	U	
25mm MG		1K	24	+0	1		BV4
Ammo					1	10	
180mm Grenade		4K	24	+0	4		
Ammo					2	40	Blast 1
Flamethrower		1K	2	+0	1	U	Incendiary
Missile Rack	Torso	5	64	+1	4	12	CMV, Linked
Missile Rack	Torso	5	64	+1	4	12	CMV, Linked
Anti-Air Missile	Pod	7	1200	+1	3	6	

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Magnetic Foot Locks

Multipliers
Environmentals (Arctic, Space, Desert), Verniers (1 Main Body, 2 each Leg), Heavy Hydraulics
Bio-Energy Powerplant, Semi-Monocoque

MAC II

COST: 1498 CP (+299.6 CP for 28x standard shell, +367.2 for 12x LRM)
Availability: 2008 to 2010
Manufacturer: Viggers/Centinental



HEIGHT:
22.46m to guns' muzzles
WIDTH:
24m
LENGTH:
41m
WEIGHT:
285,500 kg

Mode	MV	Land MA	Fly MA
Destroid	-6	2 (100m/round)	0

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MgH	22	28	MgH	11	11
Right Arm		SH	11	14	MgH	11	11
Left Arm		SH	11	14	MgH	11	11
Right Leg		MgH	12	15	MgH	11	11
Left Leg		MgH	12	15	MgH	11	11
Dozer Blade		SH	11	--	MgH	11	11

Thrusters	Location	MA
None		

Sensors	Location	Kills	Sensors	Communications
AH Class	Torso	3	30 km	3000 km
Backup	Torso	2	1 km	300 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Arm Swat		5K	Melee	+0			
Tri-Missile	Right Arm	12K	127^2	+2	5	-	Volleys of 1-3, Linked
Ammo					2	6	Blast 2, Long Range
Tri-Missile	Left Arm	12K	127^2	+2	5	-	Volleys of 1-3, Linked
Ammo					2	6	Blast 2, Long Range
40cm Cannon	Pod	15K	127^2	+1	15	-	Linked
Ammo					4	7	AP, Long Range

40cm Cannon	Pod	15K	127^2	+1	15	-	Linked
Ammo					4	7	AP, Long Range
40cm Cannon	Pod	15K	127^2	+1	15	-	Linked
Ammo					4	7	AP, Long Range
40cm Cannon	Pod	15K	127^2	+1	15	-	Linked
Ammo					4	7	AP, Long Range

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Magnetic Foot Locks, Extra Crew (+2)

Multipliers
Environmentals (Arctic, Space, Desert, Underwater), Verniers (2 Main Body, 9 each Leg)
Superheavy Hydraulics, Weight Inefficient (triple), Semi-Monocoque

Notes: When the SDF-1 launched from earth, they only had two of these, with parts onboard the Daedelus for 3 or 4 other units.

VF-I2 Thunderchief

COST: 616 CP (+1025 CP for GA-15)
Availability: 2010 (only the prototype was built, and destroyed in 2010)

HEIGHT:
17.7m in soldier configuration.
12.7m in gerwalk configuration.
6.6m in fighter configuration.

WIDTH:
10.1m at shoulders in soldier and gerwalk configuration.
15.8m with wings at maximum extension.

LENGTH:
5.0m in soldier configuration.
12.3m in gerwalk configuration.
15.0m in fighter configuration

WEIGHT:
Empty: 25,000 kg

Mode	MV	Land MA	Fly MA
Battroid	-1	6 (300m/round)	22 (1,100m/round)

Gerwalk	-2	3 (150m/round)	33 (1,650m/round)
Fighter	-3	0	44 (2,200m/round) [Mach 5]

Maneuver Pool +0%

Servo	**Class**	**Kills**	**Spaces**	**Armor**	**SP**	**Kills**	
Main Body		MS	8	10	MS	4	4
Head		LW	2	3	LW	2	2
Right Arm		STR	4	5	LW	2	2
Left Arm		STR	4	5	LW	2	2
Right Leg		STR	4	5	STR	3	3
Left Leg		STR	4	5	STR	3	3
Right Wing		LW	2	3	LW	2	2
Left Wing		LW	2	3	LW	2	2

Thrusters	**Location**	**MA**
Thruster	Right Leg	11
Thruster	Left Leg	11

Sensors	**Location**	**Kills**	**Sensors**	**Communications**
MS Class	Head	1	7 km	1100 km

Weapon	**Location**	**DMG**	**Range**	**WA**	**Kills**	**Shots**	**Notes**
Hands	Arms	1K	Melee	+0	1	U	Quick, Handy
GA-15 Gauss	1-handed	2K	550	+1	2	--	Hypervelocity, BV4
Ammo					5	180	AP
*Gauss rifle will explode on a 1 on the attack roll.							
LA-5 Laser	Head	3K	12	+1	3	U	
MM-16 Rack	Right Arm	5K	64	+1	3	8	CMV, Linked
MM-16 Rack	Left Arm	5K	64	+1	3	8	CMV, Linked
MM-8 Rack	Right Leg	5K	64	+1	1	4	CMV, Linked
MM-8 Rack	Left Leg	5K	64	+1	1	4	CMV, Linked
Flare/Chaff	Right Leg	-	-	-	1	12	Countermissile
Flare/Chaff	Left Leg	-	-	-	1	12	Countermissile

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x2), Storage Module, Escape Pod
Weapon Mount, Self Destruct, Combat Computer, Hardpoints (1 per Wing), Resolution Enhance (8x)

Multipliers
Environmentals (Space, Re-entry, Desert), Verniers (1 Main Body, 2 each Leg)
Variable Fighter, Autopilot, Passive Stealth, Semi-Monocoque, Bio-Energy Powerplant

Notes
The internal missile pallets may also mount BL-30 cluster missiles.

MBR-010 Mk III Crusader

COST: ?? CP

Availability: ?

HEIGHT:
11.3m
WIDTH:
8.2m
LENGTH:
?
WEIGHT:
29,000 kg

Mode	MV	Land MA	Fly MA
Destroid		80 kmph	

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MH	16	16	MH	8	8
Right Arm		MS	5	5	MW	6	6
Left Arm		MS	5	5	MW	6	6
Right Leg		MW	7	7	MW	6	6
Left Leg		MW	7	7	MW	6	6
Pod		LW		4	STR	3	3

Thrusters	Location	MA
None		

Sensors	Location	Kills	Sensors	Communications
LH Class	Torso	2	20 km	1800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	1K	Melee	+0	1	--	Quick, Handy

SRM Rack	Left Arm	5K	64	+1		12	
Laser Drum	Torso	2K	24	+1	2	--	BV 2
PBC-11	Right Arm	11K	60	+1	11	U	Warmup 1

Shield
HS Class

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Magnetic Foot Locks

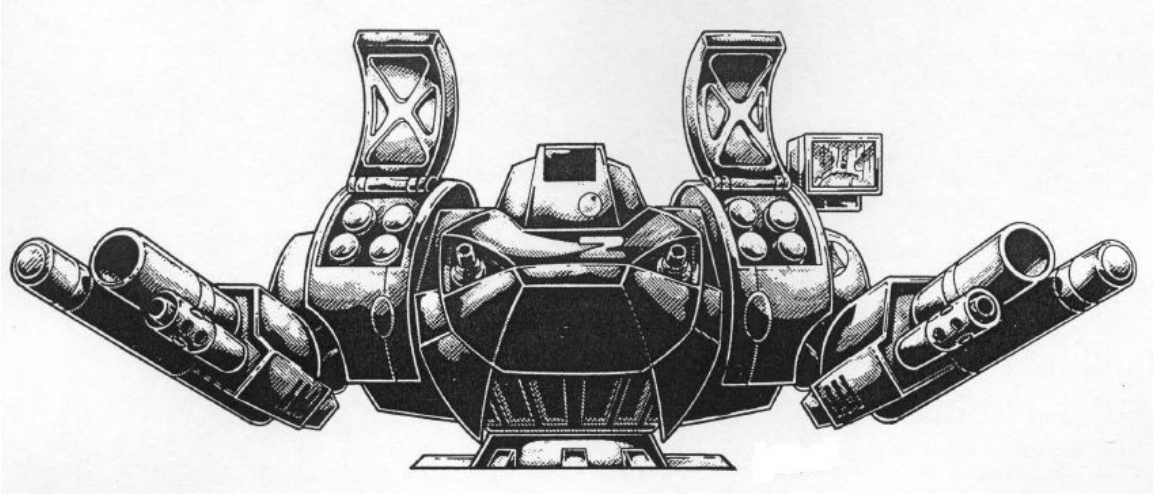
Multipliers
Environmentals (Arctic, Space, Desert, Underwater), Verniers (1 Main Body, 2 each Leg)
Heavy Hydraulics, Holographic System

Notes
MBR-010 Mk IV
- Adds magnetic grapple (50m, left arm)
- Adds thrusters (Mach 1)
- Adds space environmentals

MBR-010 Mk V
- Replace radar with sonar
- Add underwater environmental
- Replace SRM with torpedoes

Defender

COST: ?? CP
Availability: ?



HEIGHT:
8.7m
WIDTH:
6.4m
LENGTH:
?
WEIGHT:
25,000 kg

Mode	MV	Land MA	Fly MA
Destroid		136 kmph	

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MH	16	16	MH	8	8
Right Arm		MS	5	5	MW	6	6
Left Arm		MS	5	5	MW	6	6
Right Leg		MW	7	7	MW	6	6
Left Leg		MW	7	7	MW	6	6
Pod		LW		4	STR	3	3

Thrusters	Location	MA
None		

Sensors	Location	Kills	Sensors	Communications
LH Class	Torso	2	20 km	1800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
SRM Rack	Right Arm	5K	64	+1		4	
SRM Rack	Left Arm	5K	64	+1		4	
12.7mm MG	Torso	6d10					
12.7mm MG	Torso	6d10					
Forearm Cluster	Right Arm						Mated
180mm Autocannon		2K	24	+1		30	BV3
Grenade Launcher		4K	24	+1		50	Blast 1
Mace		3K	Melee	+0			
Forearm Cluster	Left Arm						Mated
180mm Autocannon		2K	24	+1		30	BV3
Grenade Launcher		4K	24	+1		50	Blast 1
Mace		3K	Melee	+0			

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Magnetic Foot Locks

Multipliers
Environmentals (Arctic, Desert), Verniers (1 Main Body, 2 each Leg)

M.A.C. Mini-Monster

COST: ?? CP
Availability: ?

HEIGHT:
14.6m
WIDTH:
8.2m
LENGTH:
?
WEIGHT:
87,000 kg

Mode	MV	Land MA	Fly MA
Destroid		72 kmph	

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MH	16	16	MH	8	8
Right Arm		MS	5	5	MW	6	6
Left Arm		MS	5	5	MW	6	6
Right Leg		MW	7	7	MW	6	6
Left Leg		MW	7	7	MW	6	6
Pod		LW		4	STR	3	3

Thrusters	Location	MA
None		

Sensors	Location	Kills	Sensors	Communications
LH Class	Torso	2	20 km	1800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
SRM Rack	Torso	5K	64	+1		20	

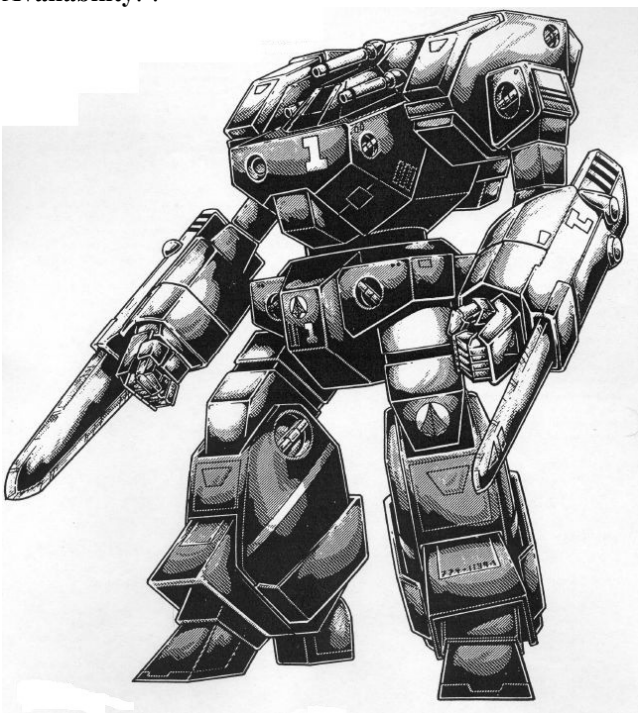
IRM Tube	Torso					6	
IRM Tube	Torso					6	
IRM Tube	Torso					6	
IRM Tube	Torso					6	
PBC-11	Right Arm	11K	60	+1	11	U	Mated, Warmup 1
PBC-11	Right Arm	11K	60	+1	11	U	Mated, Warmup 1
PBC-11	Left Arm	11K	60	+1	11	U	Mated, Warmup 1
PBC-11	Left Arm	11K	60	+1	11	U	Mated, Warmup 1

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Magnetic Foot Locks

Multipliers
Environmentals (Arctic, Space, Desert, Underwater), Verniers (1 Main Body, 2 each Leg)
Heavy Hydraulics

Gladius

COST: ?? CP
Availability: ?



HEIGHT:
9.1m
WIDTH:
5.5m
LENGTH:
?
WEIGHT:
18,000 kg

Mode	MV	Land MA	Fly MA
Destroid		136 kmph	

Maneuver Pool +0%

Servo Class	Kills	Spaces	Armor	SP	Kills	
Main Body	MH	16	16	MH	8	8
Right Arm	MS	5	5	MW	6	6
Left Arm	MS	5	5	MW	6	6
Right Leg	MW	7	7	MW	6	6
Left Leg	MW	7	7	MW	6	6
Pod	LW		4	STR	3	3

Thrusters	Location	MA
None		

Sensors	Location	Kills	Sensors	Communications
LH Class	Torso	2	20 km	1800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	1K	Melee	+0	1	--	Quick, Handy
CADS	Right Arm	7K	Melee	+1	7	--	AP
CADS	Left Arm	7K	Melee	+1	7	--	AP
Laser	Head	1K	24	+1	1	--	BV 2, Linked
Laser	Head	1K	24	+1	1	--	BV 2, Linked
Laser	Head	1K	24	+1	1	--	BV 2, Linked
SRM Rack	Right Arm	*	64	+1		5	Disruptor Missiles
SRM Rack	Left Arm	*	64	+1		5	Disruptor Missiles
GU-1X Railgun	1 Handed	3K	24	+1	3	30	Experimental

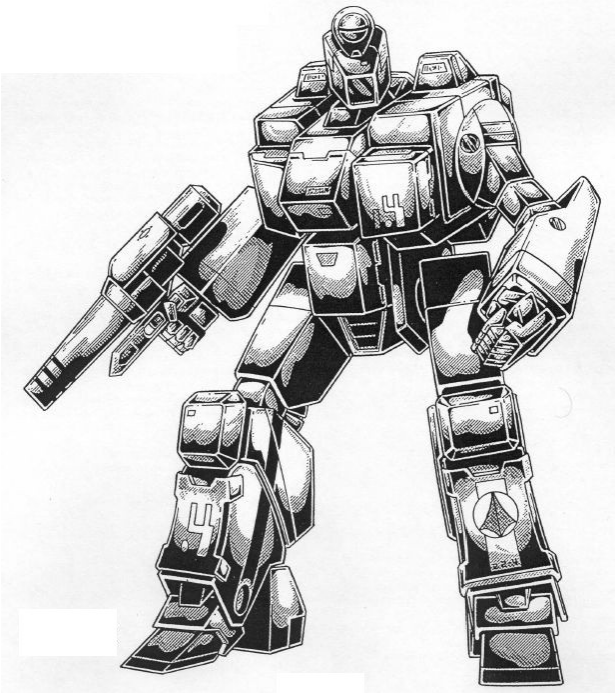
Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Magnetic Foot Locks

Multipliers
Environmentals (Arctic, Space, Desert, Underwater), Verniers (1 Main Body, 2 each Leg)
Heavy Hydraulics

Notes

Light Insurgence Battloid

COST: ?? CP
Availability: ?



HEIGHT:
7.3m
WIDTH:
3.0m
LENGTH:
2.1m
WEIGHT:
20,500 kg

Mode	MV	Land MA	Fly MA
Destroid		232 kmph	

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MH	16	16	MH	8	8
Right Arm		MS	5	5	MW	6	6
Left Arm		MS	5	5	MW	6	6
Right Leg		MW	7	7	MW	6	6
Left Leg		MW	7	7	MW	6	6
Pod		LW		4	STR	3	3

Thrusters	Location	MA
None		

Sensors	Location	Kills	Sensors	Communications
LH Class	Torso	2	20 km	1800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	1K	Melee	+0	1	--	Quick, Handy
Forearm Laser	Right Arm	3K	18	+1	3	--	Linked
Forearm Laser	Left Arm	3K	18	+1	3	--	Linked

RL-2 Launcher	1 Handed	3K	24	+1	3	24	Micromissiles

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Magnetic Foot Locks

Multipliers
Environmentals (Arctic, Space, Desert, Underwater), Verniers (1 Main Body, 2 each Leg)
Heavy Hydraulics

Notes

Conventional Vehicles

The RDF and REF still use many types of vehicles that are neither transformable nor capital ships.

Capital Ships

With the exception of the SDF-1, the RDF used sub-light capable vessels, mostly for the purpose of defending the earth itself from the impending invasion. Once humanity began forming the REF, the need for "super dimensional" capable vessels meant that almost all REF vessels can perform space fold.

RDF capital ships use the same stats as their original Macross counterparts.

RDF: ARMD, Oberth, Yamato [Daedalus and Prometheus]

Chapter 5 – Armies of the Southern Cross

In Robotech, the Southern Cross military is a single army formed in South America with branches in Norway and Australia and their main headquarters in Monument City on the Montana/Canada border. The Southern Cross' main purpose is to contain the rebellious Zentraedi macrons within designated "Zentraedi control zones".

Originally an independent army formed by Anatole Leonard for the purpose of quick response mechanized infantry and ground cavalry, they maintained an uneasy alliance with the RDF. Just before the Second Robotech War, the RDF merges with the GMP to provide oversight over Anatole, with Anatole being named Supreme Commander of Earth Defense Forces.

After the war with the Robotech Masters and the death of Anatole, the TSC breaks up, with different branches struggling to survive. By the end of the Invid War, the TSC have been wiped out or disbanded; the GMP is reduced to less than two dozen members by 2044.

Protoculture Powered?

There are conflicting sources as to whether or not TSC vehicles, ships and mecha use protoculture or traditional fusion powerplants. The Palladium RPG states that TSC uses non-protoculture powerplants, but other sources (such as the Anti-Kevs) state they do use protoculture.

Pro-Protoculture

1) The Invid War comic shows Nova Satori bartering to get protoculture supplies for her GMP unit.

2) It makes sense that the UEG would want all of their forces streamlined to make production simpler.

3) Without protoculture, it removes the mythos of "symbiosis between man and machine" that is used to explain the human-like reaction and movement of mecha.

Anti-Protoculture

1) Anatole Leonard was very against using "alien" technology well before the RDF or TSC even formed. Once he became the supreme commander of the earth defense forces, he could have easily demanded a line of more "human-made" mecha to be built.

Conclusion

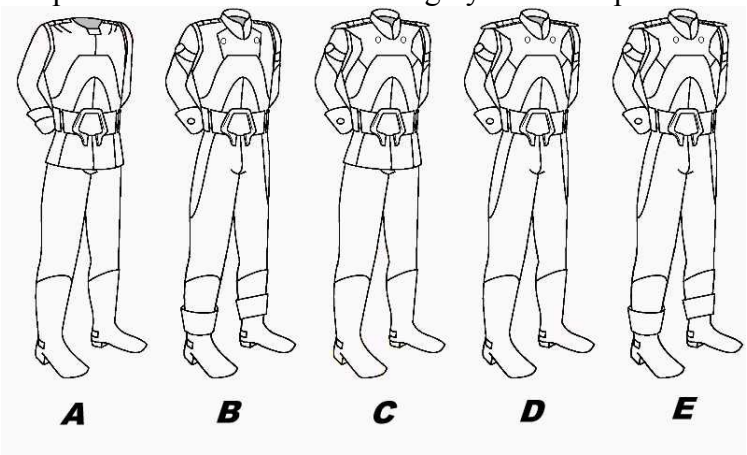
It is a tough decision, and the comic backstory for Anatole Leonard indicates that despite his dislike of protoculture, small-scale fusion reactors for mecha was deemed impossible. This is pretty much the main and final nail in the coffin for this issue. Therefore, all TSC mecha, ships and vehicles are indeed protoculture powered.

Uniforms and Insignia of the Armies of the Southern Cross

The ground forces of the Armies of the Southern Cross adopted several basic uniforms for its personnel. The basic semi-dress uniform was a single piece jumpsuit, secured at the waist by the belt. This jumpsuit came in two forms, one for privates, and another for NCOs and Officers. A similar dress uniform was adopted, though this was a two-piece, with the tail of the shirt allowed to hang over the pants, to be clasped in place by the outer belt. Two boots were adopted - a standard boot and a dress boot, though, except on dress occasions, soldiers would be found wearing either.

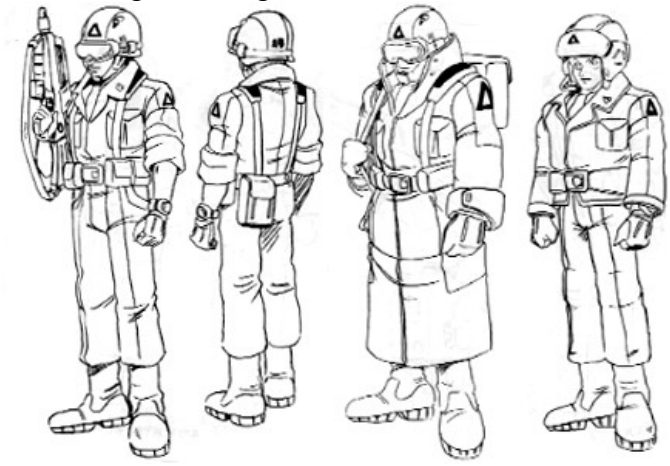
Though well-suited for duties at a military base, the semi-dress uniform was not necessarily appropriate for the field or for repair work. To satisfy this need, a second duty jumpsuit, without the elaborate collar and shoulder insignia, was adopted. This jumpsuit was also more durable, and some soldiers found it more comfortable.

In addition to these uniforms, fatigues were adopted for the field. These fatigues would be appropriately colored for the theater, and included olive, khaki, woodland, tiger stripe, and urban camo, among others. These fatigues were more popular the further away troops were stationed from the highly-visible capital of Monument City.



A: ATAC duty uniform, enlisted
B: ATAC semi-dress uniform, enlisted (w/ dress boots)
C: ATAC dress uniform, NCO and field officer (w/o dress boots)

D: ATAC semi-dress uniform, NCO and field officer
E: ATAC semi-dress uniform, NCO and field officer (w/ dress boots)
Insert image for fatigues



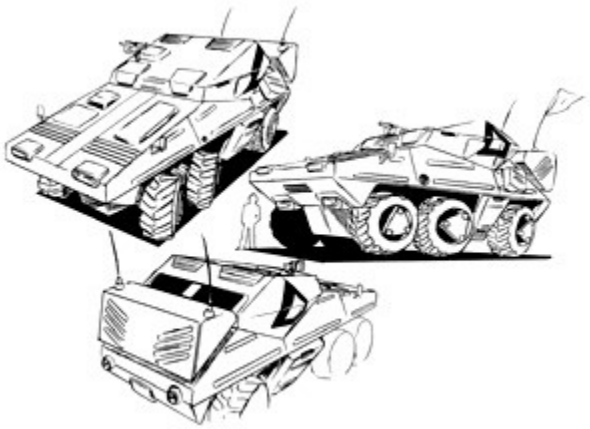
Uniforms of other branches

Conventional Vehicles

All Southern Cross vehicles use protoculture engines.

M-120 APC

Designed by the TSC in the early 2010's to replace the RDF's aging M-116 AARV. This version uses hyper carbon alloy armor like that found on veritechs and destroids. It mounts a single 25mm autocannon. It originates from Megazone 23 and is shown in Robotech: The Untold Story movie.



Length: 8.2m
Width: 3.8m
Height: 3.6m
Weight: 13,400 kg
Range: 800 km
Speed: 150 kmph
Crew: three; driver, gunner, communications
MV: -2
Kills: 6K

Armor: 3K, SP 3
Weapons:
25mm autocannon: +1 WA, Range 24, 2K, BV3, All Purpose, 1 Kill, CP
Ammo: Clip 20, 1 Kill, CP

MT-1 Hell Peacock

This is the M-120 APC with the autocannon being replaced with a short-range missile launcher. It originates from Megazone 23 and is shown in Robotech: The Untold Story movie.

Length: 8.2m
Width: 3.8m
Height: 4.8m
Weight: 15,400 kg
Range: 800 km
Speed: 150 kmph
Crew: three; driver, gunner, communications
MV: -2
Kills: 6K
Armor: 3K, SP 3
Weapons:
Short-range Missile Rack: +1 WA, Range 64, 5K, Payload 6, 2 Kills, CMV, CP 35.1

M-21A1 Anaconda MBT

Used as a test bed for hyper carbon alloy armor for use with the destroid series. It mounts the same 120mm smoothbore cannon as found on the Spartas hovertank. It originates from Megazone 23 and is shown in Robotech: The Untold Story movie.

Length: 6.7m

Width: 3.4m
Height: 2.5m
Weight: 35,000 kg
Range: 600 km
Speed: 90 kmph (road), 60 kmph (offroad), 9 kmph (water)
Crew: three; driver, gunner, communications
MV: -2
Kills: 16K
Armor: 6K, SP 6
Weapons:

120mm cannon: +1 WA, Range 112, 10K, 10 Kills, 85.5 CP

Ammo: Payload 48, 10 Kills, 41 CP

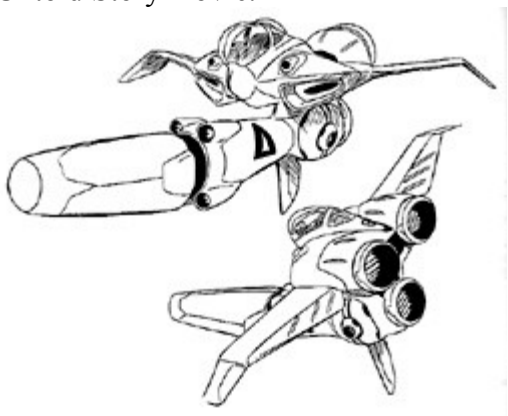
SRM Launcher: +1 WA, Range 64, 5K, Payload 3, 1 Kill, CMV, CP 17.55

12.7mm MG: 1K, Range 12, BV4, All-Purpose, 1 Kill, CP 13.5

Ammo: Payload 20, 1 Kill, CP 2.7

SA-10 Hornet

Introduced in 2021, this fighter was designed for engaging multiple targets in a smaller area with a large RRG CBM-300 missile. It originates from Megazone 23 and is shown in Robotech: The Untold Story movie.



Length: 6.1m (11m with missile)
Wingspan: 11.9m
Height: 6.3m
Weight: 12,000 kg
Range: 250 hours continuous use
Speed: Mach 2
Crew: one
MV: -2
Kills: 6K
Armor: 3K, SP 3
Weapons:

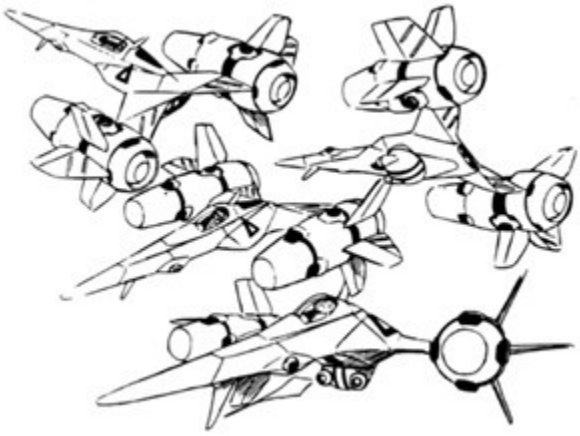
CBM-300 Missile: +2 WA, Range 127^2, 1K, Submunition, Blast 30, 5 Kills, CP 765

E-19 Laser (x4): +1 WA, Range 24, 2K, Crosslinked, 2 Kills, CP

SRM (x2): +1 WA, Range 64, 5K, CMV, Crosslinked, Payload 12, 4 Kills, CP 70.2 each

SF-9A Pirate Light Fighter

This was the Southern Cross' first space fighter, light and armed with only a pair of lasers mounted in an underside turret. There is also a SF-9T dual-seat training version. It originates from Megazone 23 and is shown in Robotech: The Untold Story movie.



Length:10.5m
Wingspan: 10.2m
Height: 3.1m
Weight: 7,500 kg
Range: 250 hours continuous use
Speed: Mach 6; service ceiling 45 km
Crew: one (two in SF-9T trainer)
MV: -2
Kills: 8K
Armor: 4K, SP 4
Weapons:

E-19 Laser (x2): +1 WA, Range 24, 2K, Crosslinked, 2 Kills

Mecha

The TSC can also "borrow" most types of mecha from the RDF.

The mecha converted from Southern Cross include:

TCS Variable Mecha: TASC-02-SCF Logan, TASC-02-SCF AJACS Auroran, ATAC-01-SCA Hovertank
TCS Battroids: TC-FoS Dryad, FC-MoS Satyros, TC Salamander, REP Monocle, CDU Unicorn, DeS Djinn
TCS Power Armor: MaS Triton, NaD Kraken, CoS Fenris
TCS Drone Battroid: GMP-SCP-05 Garm

VHT-2 Hoplite

The Hoplite was developed in parallel with its much larger cousin the VHT-1 Spartas Hovertank in an effort by the United Earth Government (UEG) high command to develop a new ground scout vehicle to replace the aging Centaur Veritech tank. While

both of the hovertank designs possessed greater mobility than the Centaur, or even the much older RDF Destroid designs, the VHT-2 Hoplite focuses on speed and maneuverability while the much larger VHT-1 on armor and firepower. As the two hovertanks are complimentary, the UEG had originally planned on outfitting the next generation of armored cavalry using the Hoplite for scouting roles and the Spartas for combat.

The Hoplite's only internal weapons are two Oerlikon PP-36 triple-barreled plasma pulse cannons mounted in armored housings inside either arm shield. Although the PP-36 possesses only a fraction of the armor penetration capabilities of the 120mm smoothbore cannon found on the VHT-1, the two rapid fire cannons are capable of firings 5 MJ bursts of energy up to 20 times per minute out to an effective combat range of nearly 1,200 meters. In addition to the two PP-36 pulse cannons, the Hoplite can hold small gun pods in either hand such as the GU-13 or E-20; although, the use of gunpods preclude the PP-36 from extending from their housings or transforming into other modes while holding the weapons.

The Hoplite is armored with the latest Chobham low-mass composite plate providing immunity from all anti-personnel and good protection from medium class (55mm caliber or less) anti-mecha weaponry. The Hoplite does have two arm shields that are capable of absorbing hits that would normally disable the unit; however, the VHT-2 only possesses approximately 50% of the armor protection of the larger VHT-1 Spartas.

The first Hoplites were produced in 2018 with combat squadrons forming for the REF Army two years later. The Armies of the Southern Cross (ACS) which had always been more enamored with the larger and more powerful VHT-1 Spartas, decided that their more limited resources would be better spent elsewhere and only purchased 25 units which were used mainly for testing purposes. These ASC Hoplites only served into the mid 2020's at which point they were all retired and were not brought back for the 2nd Robotech War.

While the ASC had totally shunned the Hoplite, the REF did procure nearly 200 units of which 150 were sent with the Robotech Expeditionary Force to Tirol. For the next decade, the Hoplite proved to be a adequate scout mecha for the REF Army and Marines providing warning to ground based units of incoming inorganic attacks. By the 2030 however, the constant attrition from combat and lack of spare parts signaled the end of service in the REF for the VHT-2 "Hoplite". The REF sent most of the remaining 80 operational units back to Earth in the belief that the ASC could use the Hoplites as either reinforcements for combat mecha or as spare parts for their VHT-1 units, as the Hoplites share nearly 50% common parts. Unfortunately, most of the REF supplies arrived too late for the 2nd Robotech War and were subsequently destroyed during the Invid Invasion of 2031. However, several Hoplites survived the initial attacks and were prized additions to resistance groups because of their maneuverability and small size that was easy to conceal.

Big Moe

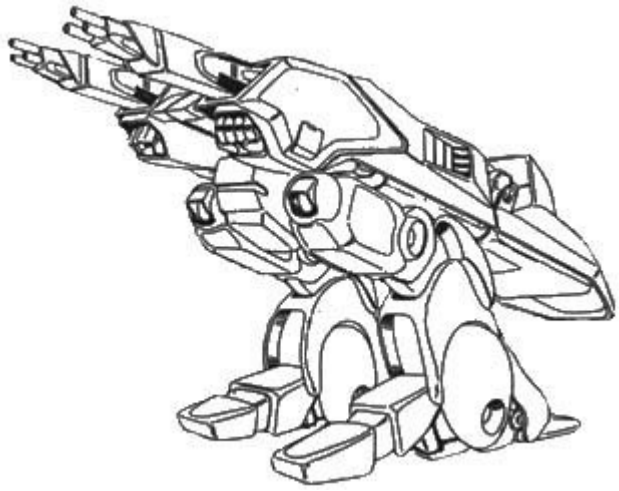
At the conclusion of the 2nd Robotech War, nearly all of the major mecha producing facilities for the Armies of the Southern Cross (TSC) had been destroyed in the final battles with the Robotech Masters. In an effort to keep their dwindling armies outfitted with mecha, the remnants of the TCS began to repair and rebuilt older RDF

models. ASC military planners soon discovered that they lacked sufficient parts even to recondition the older designs and did not have the manufacturing capacity to build new units. Therefore in an analogous fashion to the Zentraedi construction of Stingers during the Malcontent Uprisings, TSC mecha engineers were able to cobble together new unique units using combined technologies from RDF, TCS, Zentraedi, and Robotech Master mecha. The newly designed units were given the generic term "Uglies" because of the ungainly outward appearance. Although there were a few exceptions, most of the "Uglies" would fail soon after entering the field because of their haphazard construction method and lack of trained personnel and spare parts.

One of the few designs which proved successful was built by Louie Nichols, formerly of the 15th ATAC, in December of 2030. This design, dubbed "Big Moe" used the main body and legs from one of the last HWR-00 "Monster" Destroids in existence and mounted the right arm missile pod from a Phalanx long range artillery mecha and the left arm and armored hand of a Spartan main force battloid. "Big Moe" began its career attacking rogue Robotech Master forces by providing long range artillery support against fixed fortified targets. Once the Invid arrived in 2031, "Big Moe" was used in a similar fashion attacking several Invid targets including small stilt hives and communications towers. However as the remaining Earth defense forces were quickly defeated and the survivors morphed into resistance groups, the lack of mobility of the "Big Moe" was a huge liability as the unit could not be used in the hit-and-run attacks. The unit was hidden for nearly two years before it was stripped of all spare parts and abandoned in 2033.

VHT-2 Hoplite

COST: ??
Availability: ??



HEIGHT:
5.1m (battroid), 2.1m (transport)
WIDTH:
2.6m (battroid), 2.1m (transport)
LENGTH:
7.5m (gladiator), 5.5m (transport)
WEIGHT:
11,250kg

Mode	MV	Land MA	Fly MA
Destroid	-2	6 (300m/round)	0
Transport	-3	--	9 (450m/round)
Gladiator	-4	4 (200m/round)	0

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MS	8	8	MS	4	4
Head		MS	4	4	MS	4	4
Right Arm		MS	5	5	MS	4	4
Left Arm		MS	5	5	MS	4	4
Right Leg		MS	5	5	MS	4	4
Left Leg		MS	5	5	MS	4	4

Thrusters	Location	MA
Jump Jets	Torso	2
Jump Jets	Right Leg	2
Jump Jets	Left Leg	2
GES	Right Leg	4.5
GES	Left leg	4.5

Sensors	Location	Kills	Sensors	Communications
MS Class	Head	2	7 km	1000 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	2K	Melee	+0	1	U	Quick, Handy
EU-11 Gunpod	1-handed	2K	36	+1	2	U	BV3
Pulse Cannon	Right Binder	1K	5	+1	1	U	BV6, All Purpose
Pulse Cannon	Left Binder	1K	5	+1	1	U	BV6, All Purpose

Shields
LH Class, DA -1, SP 4, Right Arm mounted, 12 binder slots
LH Class, DA -1, SP 4, Left Arm mounted, 12 binder slots

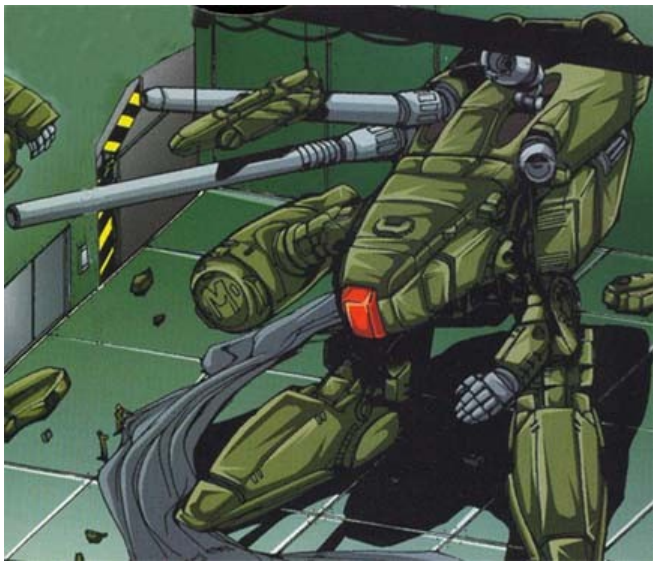
Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x3), Storage Module, Ejection Seat, Weapon Mount
Self Destruct, Combat Computer, Loudspeaker, Stereo, Resolution Enhance (8x)

Multipliers
Environmentals (Arctic, Desert), Verniers (1 Main Body, 2 each Leg), Semi-Monocoque

Notes
GES only works in transport mode (2.3m height).
* Gladiator (artillery) mode can only use pulse plasma cannons; +3 all ranged WA
* Transport mode can only use EU-11 gunpod; increase all armor SP by 2.
* In transport and gladiator modes, the cockpit is considered “saddle” type.
* Battroid may use either arm weapon but is -1 WA and takes both attacks in a turn to use.

Big Moe

COST: ??
Availability: ??



HEIGHT:
22.5m
WIDTH:
24.0m
LENGTH:
22.1m (41.1m with cannons)
WEIGHT:
225,000kg (251,000kg full combat load)

Mode	MV	Land MA	Fly MA
Destroid	-10	2 (100m/round)	0

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills
Main Body		MgH	22	22		
Right Arm		MS				
Left Arm		MS				
Right Leg		MgH	12	12		
Left Leg		MgH	12	12		

Thrusters	Location	MA
None		

Sensors	Location	Kills	Sensors	Communications
AH Class	Torso	3	30 km	3000 km
Backup	Torso	2	1 km	300 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hand	Left Arm	2K	Melee	+1	2	--	Quick, Handy
40cm Cannon	Torso	15K	320	+1	15	-	Linked, Long Range
Ammo					6	20	AP
40cm Cannon	Torso	15K	320	+1	15	-	Linked, Long Range
Ammo					6	20	AP
40cm Cannon	Torso	15K	320	+1	15	-	Linked, Long Range
Ammo					4	20	AP
40cm Cannon	Torso	15K	320	+1	15	-	Linked, Long Range

Ammo					6	20	AP
SRM Rack	Right Arm	5K	64	+1	7	22	CMV

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Magnetic Foot Locks, Extra Crew (+2)

Multipliers
Environmentals (Arctic, Space, Desert, Underwater), Verniers (2 Main Body, 9 each Leg)
Superheavy Hydraulics, Weight Inefficient, Bio-Energy Powerplant

Capital Ships

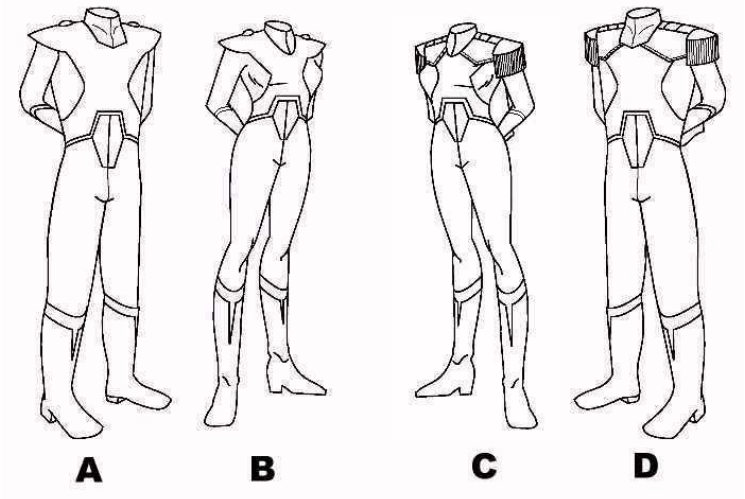
These are the capital ships borrowed from Southern Cross. Other than being powered by bio-energy (protoculture), there is little change.
Banshee-class destroyer
Battle-class heavy cruiser
Tokugawa-class carrier/LST
Tristar-class large cruiser

Chapter 6 – Robotech Expeditionary Force [REF]

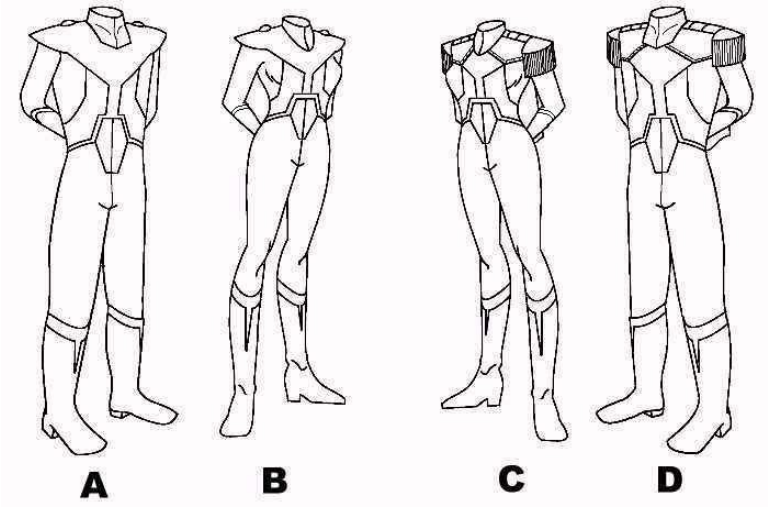
In Robotech, the Robotech Expeditionary Force, or REF, was formed from the Mars Reclamation Forces from Mospeada as well as elements of the Sentinels. It was their primary mission to find the Robotech Master's homeworld and prevent another Robotech War.

After finding Tirol, half of the REF went with the sentinel races to liberate their worlds from the Invid under the Regent's control, while the other half remained on Tirol to help them rebuild and build up their fleet to return to earth.

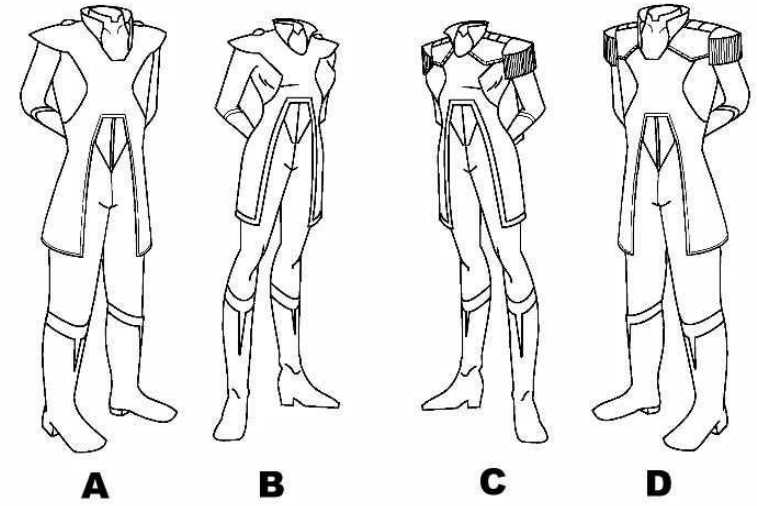
Uniforms and Insignia of the Robotech Expeditionary Force



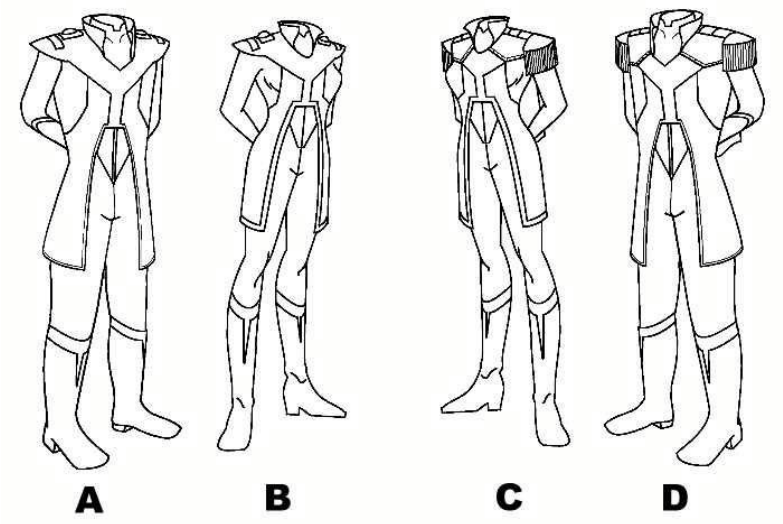
REF Navy and Marine Corps uniforms, duty (left) and dress (right), c. 2023.



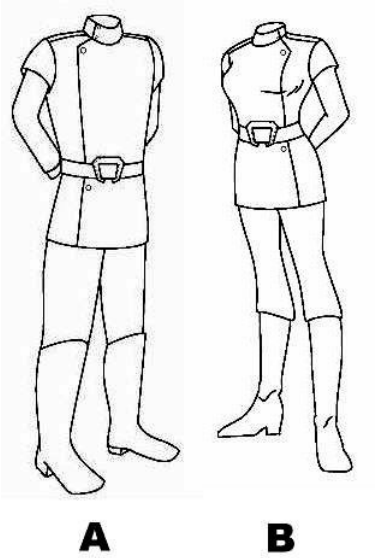
REF Army and Air Force uniforms, duty (left) and dress (right), c. 2023.



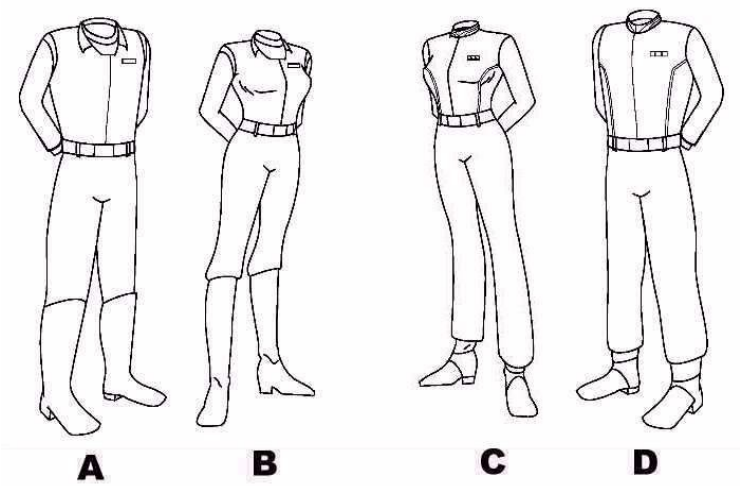
REF Navy and Marine Corps High Command uniforms, duty (left) and dress (right), c. 2023.



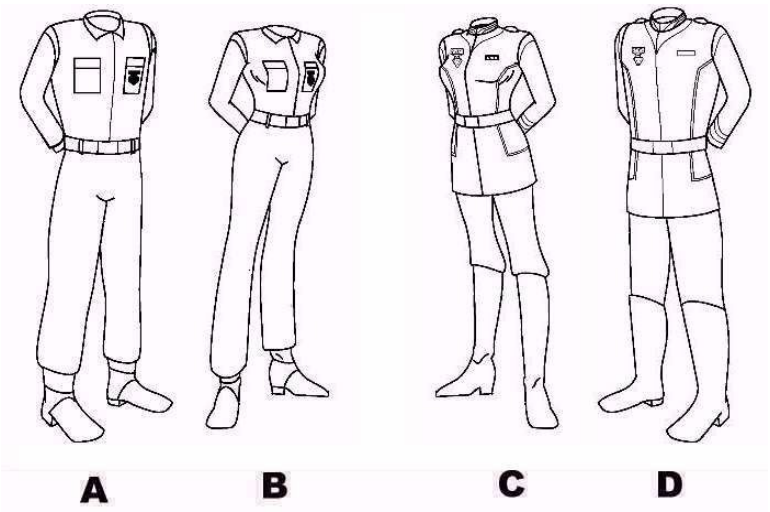
REF Army and Air Force High Command uniforms, duty (left) and dress (right), c. 2023.



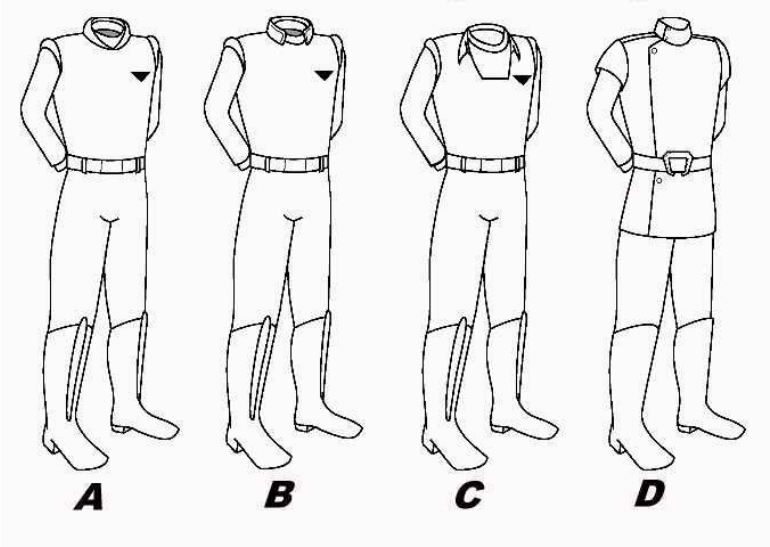
REF Air Force semi-dress uniform, c. 2030.



REF Army uniforms, fatigues (left) and dress (right), c. 2030.



REF Marine Corps uniforms, fatigues (left) and dress (right), c. 2030.

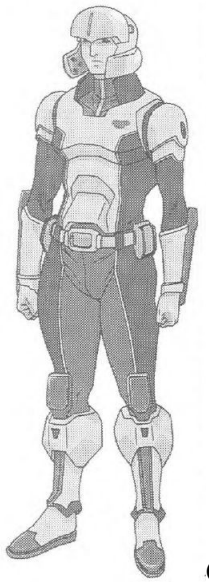


REF Naval Uniforms, c. 2030-2043.

A: Uniforms worn by personnel in "Eulogy." This is the only episode in which variation of the uniform appears (that I've noticed). It is hard to say if this version of uniform is newer or older than the standard uniform (B). Its cut is further removed from Scott's-style collar than B and it is worn by troops in Wolff's town. On the other hand, the soldiers wearing this uniform all appear to be young (around or younger than Scott).
B: The standard duty uniform. This uniform is worn by the Old Coots in "Ghost Town" and by Lunk in his flashback.
C: Seen in the crowd during the flashback in "Eulogy." Possible a semi-dress version of the standard uniform (B).
D: Carpenter's uniform. Unlike the Army and Navy uniforms, this is the only cut we see of this uniform (though they come in at least two colors! Orange- yellow or Light-blue!).

CBR Body Armor

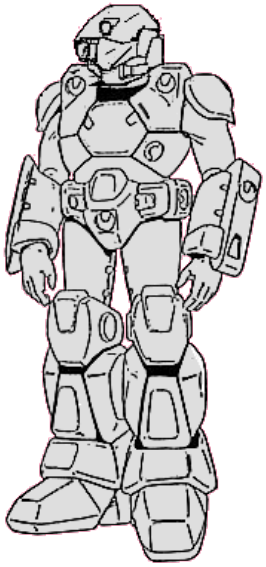
With the success of the CVR body armor and its use in all branches of the REF military, design was eventually made for a lighter combat armor that provided decent protection but was less bulky to wear on capital ships and space stations.



CBR-5

CVR Body Armor

Details of the CVR armor can be found in the Mospeada book. The CVR-3D model uses a modified helmet with a target analyzer built in to make up for the lack of the VR-055 model's lack of that system but is otherwise identical to the other models. The -D model can be used with the -52 and -41 model Cyclones as well.



CVR-3D

REF Mecha

Veritechs: Alpha (VAF-6C, VAF-6J, VAF-6R, VAF-7A), Beta (VBF-1A, VBF-1S), Cyclone (VR-052, VR-041, VR-038-LT, VR-055, VR-057, VR-060), LRV-588 Veritech Car, Garland, Hargun, Silverback (VM-9L, VM-9H, VM-9E)

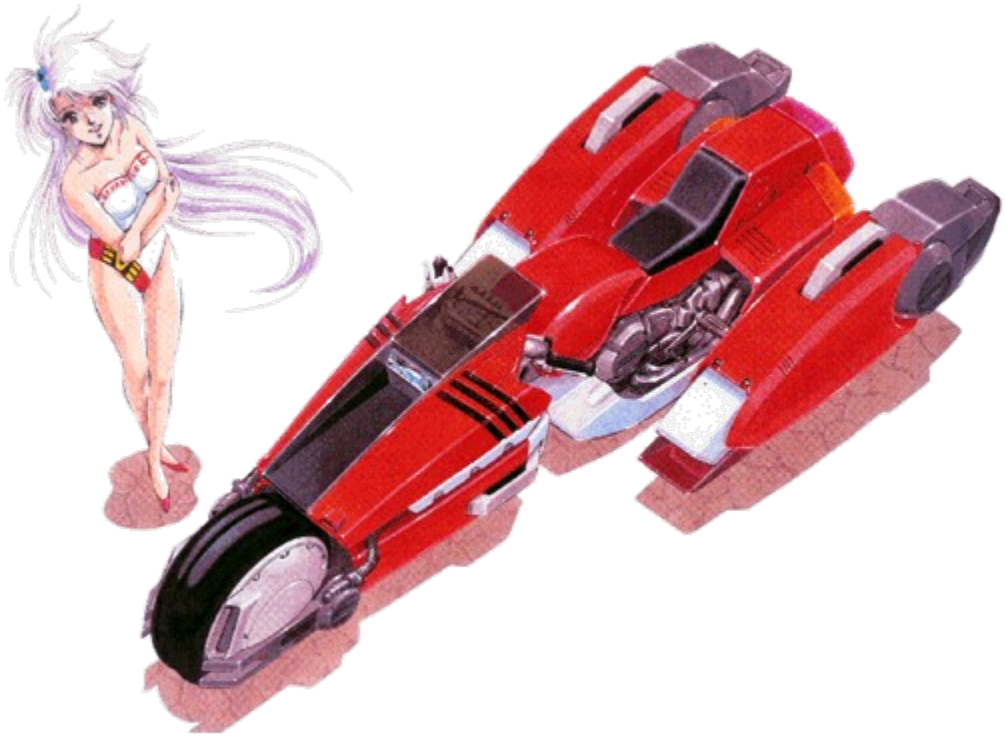
Destroids: Excaliber Mk VII, Gladiator Mk III, Mac Mk III, Raider X Mk XI, Spartan Mk XIII, TBP-Z1 Regult, OBP-Z2 Glaug, CRP-Z3 Theatre Scout, ZBR-01 Bioroid Interceptor, MBR-12 Condor

REF Mecha

REF Mecha

Cyclone Series

The Cyclone series is the Robotech name equivalent for the Mospeada Ride Armor series. With the inclusion of the Robotech: The Untold Story movie, this expands to include the Garland and Hargun series of Cyclones.



Development

Cyclone Series 1 – Developed in 2017 at the Robotech Research Center in Japan by Dr. Emil Lang and Dr. R. Burke from a modified RDF motorcycle using a hybrid gasoline/micronized protoculture engine. Tested with the XEP-40 energy pulse cannon. Both were declared satisfactory. Dismantled in 2018.

Cyclone Series 2 – Developed in 2017 at the Robotech Research Center in Japan by Dr. Lazlo Zand. This one uses a larger "Harley Hog" style frame with a hybrid gasoline/nuclear engine. Minor leaks were found in the casing of the power cells and was fixed. Later it was declared satisfactory. Dismantled in 2018.

Cyclone Series 3 – Developed in 2018 at the Robotech Research Center in Japan by Dr. Lazlo Zand. Further development of Series 2 with XE-17 energy pistol and first transformation test device. The pistol explodes and kills the test pilot and mechanical technician. Destroyed in 2019.

Cyclone Series 4 – Developed in 2019 at the Robotech Research Center in Japan by Dr. Emil Lang and Dr. R. Burke. Standard motorcycle design incorporating a hybrid gasoline/micronized protoculture engine. This was the first to use the CVR-3 armor as

part of the transformation sequence. This series undergoes two years of thorough testing and declared a remarkable success and becomes the standard REF Cyclone (VR series).

Cyclone Series 5 – Developed in 2019 at the Robotech Research Center in Japan by Dr. Lazlo Zand using a large motorcycle frame incorporating a hybrid gasoline/nuclear engine and mounting XGU-18 gunpod. The unit was designated SMS-18A and underwent 6 months of testing before being declared unusable because of glitches in the transformation sequence. Dismantled in 2022.

Garland – Developed in 2025 at the Robotech Development Center in Monument City by Dr. Lazlo Zand and Dr. Beckett. Developed as a "showcase piece" for recent development in Robotechnology. Glitches in remaining Cyclone Series 5 units resolved using the same technological processes as in the Veritech Logan series. Outfitted with a GU-18 gunpod and special MODAT computer. Designated SMS-18E. Prototype unit stolen and destroyed in 2027 (Robotech the Untold Story).

Hargun – Developed in 2026 at the Robotech Development Center in Monument City by Dr. Lazlo Zand and Dr. Beckett. Experiment in reducing production cost of Garland series units through separating their transformational systems. Outfitted with a GU-19 gunpod and standard sensory instruments. Designated SMS-17B. 320 units were produced and used by military police in testing stages; 3 destroyed during testing, 43 lost in combat, 164 disassembled, 110 in storage in UEG facilities

Garland 6 Series – Developed in 2027 at the Robotech Development Center in Monument City by Dr. Lazlo Zand and Dr. Beckett. This series utilized newer hybrid gasoline/nuclear/protoculture engine for greater level of performance. Some were equipped with three wheels for increased stability and were more heavily armored. Outfitted with a GU-21 gunpod and standard sensory instruments. Designated SMS-18F. 460 units were produced and used by civilian and military police in Monument City; 88 lost to combat

Garland 7 Series – Developed in 2029 at the Robotech Development Center in Monument City by Dr. Lazlo Zand and Dr. Beckett. Application of technology developed in personal hovercycles gave newer development of Garland limited flight capabilities. Outfitted with a GU-21 gunpod and standard sensory instruments. Designated SMS-18G. 200 units were produced and used by civilian and military police in Monument City; 37 lost to combat

Garland 8 Series – Rumored to be in development as of March 7, 2030 at the Robotech Development Center in Monument City. Development team is unknown and is expected to be designated SMS-18H. This model is also rumored to have a cybernetic jack control to allow the pilot to connect via headjack to gain better control of the unit.

Silverback Series

The VM-9 Silverback is a transformable hum-vee all terrain vehicle that provides more protection and firepower than the Cyclone series, but retains high mobility for forward scouting and covert operations as well as being able to function as a mobile weapon platform. The unit has a weapon mount on top for heavier weapons or a sensor suite, and each wheel hub has a weapon mount for one of the Cyclone weapon systems.

HWR-04 Tiger

Prior to the launch of the Robotech Expeditionary Force (REF) in 2022, strategic planners envisioned a limited campaign against a few strategic Robotech Master planets. These planets would be bombarded from orbit and then massive quantities of ground and veritech fighters would mop-up any remaining resistance. The heavy artillery in any ground assault attempted by the REF was to be provided by the newly created HWR-03 Thundercracker. Although the the HWR-03 was smaller than its HWR-01 "Monster" predecessor, only the largest REF capital ships had the capability of transporting the massive unit.

This strategic plan proved to be entirely inadequate, as the REF found itself sending fleets with relatively small numbers and correspondingly small cargo capacities to widely dispersed planets fighting a war of liberation against the Invid. These fleets would have limited numbers of Destroids and because of their small size would not be capable of carrying any heavy artillery Destroid units. Military planners soon came to the realization that an even smaller ground support Destroid was needed which could be carried by most REF capital ships and as a result the HWR-04 was designed. The first production models were produced on Tirol and introduced into the REF Army and Marine Corps in 2027.

The primary weapons of the HWR-04 are two massive PBC-21 particle beam cannons mounted on twin booms on either side of the main body. Each PBC-21 is a miniaturized version of the arm mounted PBC-20 found on the HWR-03 Thundercracker and is capable of firing 60 MJ blasts of energy out to effective combat range of 8 kilometers, well outside the defensive perimeter of most small Invid hives. For close in protection and also capable of providing assistance in destroying fortified static positions, a single DD-10 Coralsnake missile launcher is mounted between the two particle beam cannons. The single launcher carries ten Coralsnake missiles in ready position, with an additional single reload of ten missiles. In addition to the onboard weapon systems, the Tiger was normally provided with several Destroids to provide close in support should the Invid breakthrough into weapons range.

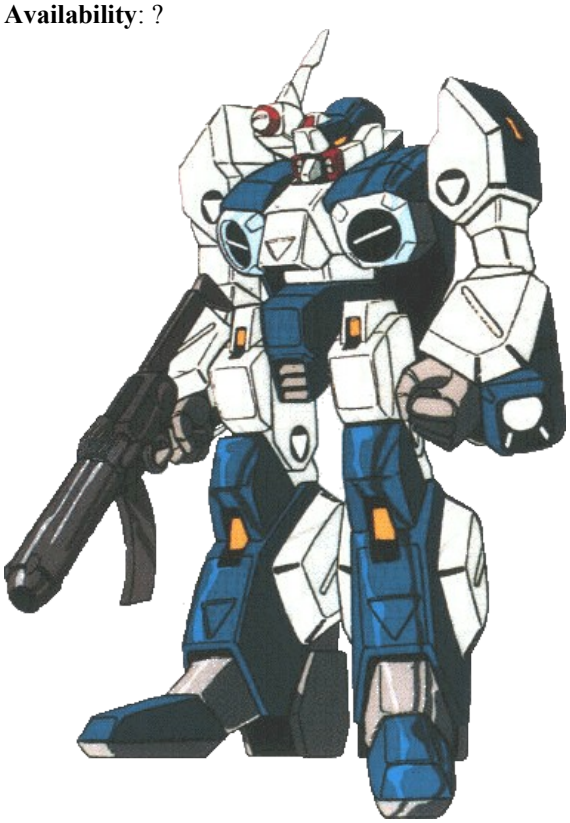
The HWR-04 Tiger was armored with the latest Chobham low-mass composite plating providing immunity from all light anti-mecha weaponry and excellent protection from medium class (55mm or less) and Invid annihilation disks. The Tiger was given nearly 200% additional armor over the VF-6 "Alpha" and was designed to take an incredible amount of punishment. However, the mecha was very slow and could not effectively engage Invid units which have closed to hand-to-hand combat range and thus was potentially quite vulnerable.

Approximately 250 Tigers were created during the Sentinel war and several units were sent back to Earth as part of the REF's attempt to reinforce the Armies of the Southern Cross (ASC). The design proved to be incredibly effective in the roll for which it was designed, that of long range fire support. Unfortunately, many of the units were lost when superior numbers of Invid were able to overwhelm the limited short range defenses of the Tiger. By the time the REF was mounting its final assault to reclaim Terra, production of the Tiger had stopped in favor of the more maneuverable VBF-9 series veritech fighter, which could also be used in a similar fire support roll but had the maneuverability associated with a three form veritech.

REF Mecha Profiles

VAF-6C Alpha Officer Model

COST: 429 CP (+35 for EP-13 and +234 for 60x SRM)
Availability: ?



HEIGHT:
9.0m in Armo-Soldier configuration.
5.72m in Armo-Diver configuration.
4m in Armo-Fighter configuration.

WIDTH:
4.84m at shoulders in Armo-Soldier and Armo-Diver configurations.
8.2m maximum wingspan

LENGTH:
10.25 in Armo-Diver configuration.
12.5m in Armo-Fighter configuration.

WEIGHT:
Empty: 16,700 kg
Standard T-O Weight: 17,600 kg

Mode	**MV**	**Land MA**	**Fly MA**
Armo-Soldier	-1	6 (300m/round)	16 (800m/round)
Armo-Diver	-2	3 (150m/round)	24 (1200m/round)
Armo-Fighter	-3	0	32 (1600m/round)

Maneuver Pool +33%

Servo	**Class**	**Kills**	**Spaces**	**Armor**	**SP**	**Kills**	
Main Body		MS	8	8	MW	6	6

Head	MS	4	4	MS	4	4
Right Arm	MS	5	5	HS	5	5
Left Arm	MS	5	5	HS	5	5
Right Leg	MS	5	5	HS	5	5
Left Leg	MS	5	5	HS	5	5
Right Wing	MS	4	4	MS	4	4
Left Wing	MS	4	4	MS	4	4

Thrusters	**Location**	**MA**
Thruster	Torso	2
Thruster	Right Leg	4
Thruster	Left Leg	4
Thruster	Right Arm	3
Thruster	Left Arm	3

Sensors	**Location**	**Kills**	**Sensors**	**Communications**
MW Class	Head	2	15 km	1500 km
MW Class	Torso	2	15 km	1500 km

Weapon	**Location**	**DMG**	**Range**	**WA**	**Kills**	**Shots**	**Notes**
Hands	Arms	1K	Melee	+0	1	U	Quick, Handy
EP-13 Gunpod	1 Handed		24		7	U	
Single Fire		4K		+1			
Auto Fire		2K		+0			BV3
MM60 Multi Missile System		5K	64	+1			CMV, Crosslinked
	Right Shoulder				2/3	8	
	Left Shoulder				2/3	8	
	Right Arm				1/2	5	
	Right Arm				1/2	5	
	Left Arm				1/2	5	
	Left Arm				1/2	5	
	Right Leg				1/2	4	
	Right Leg				1/2	4	
	Right Leg				1/2	4	
	Left Leg				1/2	4	
	Left Leg				1/2	4	
	Left Leg				1/2	4	

*MM-60 Kills denotes the launcher/payload.

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Weapon Mount, Self Destruct, Combat Computer, 250 hours of fuel, Flare/Chaff (10@ per leg)

Multipliers
Environmentals (Space, Re-entry), Verniers (1 Main Body, 2 each Leg), Semi-monocoque
Variable Fighter, Autopilot, Ace +33%, Bio-Energy Powerplant

VAF-6R Alpha Standard Combat Model

COST: 424 CP (+35 for EP-13 and +234 for 60x SRM)
Availability: ?

HEIGHT:

9.0m in Armo-Soldier configuration.
5.72m in Armo-Diver configuration.
4m in Armo-Fighter configuration.

WIDTH:

4.84m at shoulders in Armo-Soldier and Armo-Diver configurations.
8.2m maximum wingspan

LENGTH:

10.25 in Armo-Diver configuration.
12.5m in Armo-Fighter configuration.

WEIGHT:

Empty: 16,700 kg
Standard T-O Weight: 17,600 kg

Mode	**MV**	**Land MA**	**Fly MA**
Armo-Soldier	-1	6 (300m/round)	16 (800m/round)
Armo-Diver	-2	3 (150m/round)	24 (1200m/round)
Armo-Fighter	-3	0	32 (1600m/round)

Maneuver Pool +0%

Servo	**Class**	**Kills**	**Spaces**	**Armor**	**SP**	**Kills**	
Main Body		MS	8	8	MW	6	6
Head		MS	4	4	MS	4	4
Right Arm		MS	5	5	HS	5	5
Left Arm		MS	5	5	HS	5	5
Right Leg		MS	5	5	HS	5	5
Left Leg		MS	5	5	HS	5	5
Right Wing		MS	4	4	MS	4	4

Left Wing	MS	4	4	MS	4	4

Thrusters	**Location**	**MA**
Thruster	Torso	2
Thruster	Right Leg	4
Thruster	Left Leg	4
Thruster	Right Arm	3
Thruster	Left Arm	3

Sensors	**Location**	**Kills**	**Sensors**	**Communications**
MW Class	Head	2	15 km	1500 km
MW Class	Torso	2	15 km	1500 km

Weapon	**Location**	**DMG**	**Range**	**WA**	**Kills**	**Shots**	**Notes**
Hands	Arms	1K	Melee	+0	1	U	Quick, Handy
EP-13 Gunpod	1 Handed		24		7	U	
Single Fire		4K		+1			
Auto Fire		2K		+0			BV3
MM60 Multi Missile System		5K	64	+1			CMV, Crosslinked
	Right Shoulder				2/3	8	
	Left Shoulder				2/3	8	
	Right Arm				1/2	5	
	Right Arm				1/2	5	
	Left Arm				1/2	5	
	Left Arm				1/2	5	
	Right Leg				1/2	4	
	Right Leg				1/2	4	
	Right Leg				1/2	4	
	Left Leg				1/2	4	
	Left Leg				1/2	4	
	Left Leg				1/2	4	

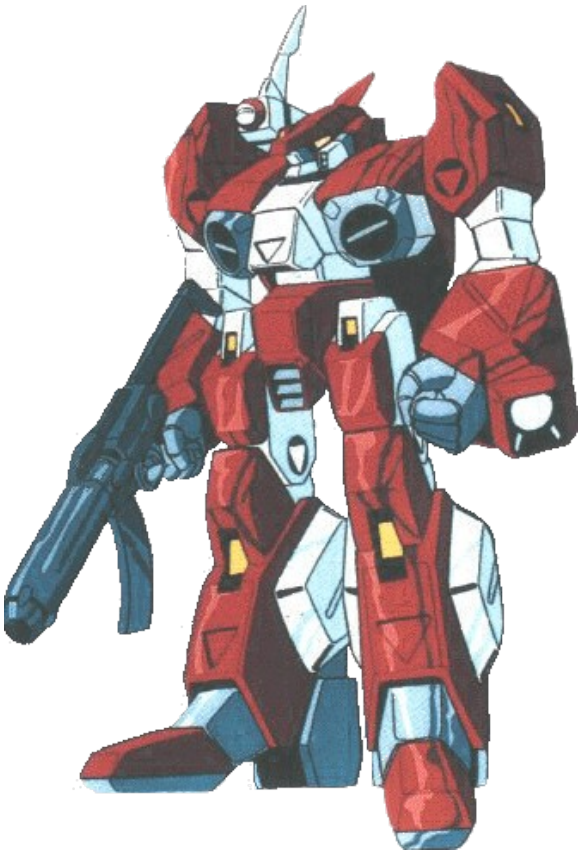
*MM-60 Kills denotes the launcher/payload.

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Weapon Mount, Self Destruct, Combat Computer, 250 hours of fuel, Flare/Chaff (10@ per leg)

Multipliers
Environmentals (Space, Re-entry), Verniers (1 Main Body, 2 each Leg), Semi-monocoque
Variable Fighter, Autopilot, Bio-Energy Powerplant

VAF-6J Alpha Atmosphere Combat Mode

COST: 424 CP (+35 for EP-13 and +234 for 60x SRM)
Availability: ?



HEIGHT:

9.0m in Armo-Soldier configuration.
5.72m in Armo-Diver configuration.
4m in Armo-Fighter configuration.

WIDTH:

4.84m at shoulders in Armo-Soldier and Armo-Diver configurations.
8.2m maximum wingspan

LENGTH:

10.25 in Armo-Diver configuration.
12.5m in Armo-Fighter configuration.

WEIGHT:

Empty: 16,700 kg
Standard T-O Weight: 17,600 kg

Mode	**MV**	**Land MA**	**Fly MA**
Armo-Soldier	-1	6 (300m/round)	16 (800m/round)
Armo-Diver	-2	3 (150m/round)	24 (1200m/round)
Armo-Fighter	-3	0	32 (1600m/round)

Maneuver Pool +0%

Servo	**Class**	**Kills**	**Spaces**	**Armor**	**SP**	**Kills**	
Main Body		MS	8	8	MW	6	6
Head		MS	4	4	MS	4	4
Right Arm		MS	5	5	HS	5	5
Left Arm		MS	5	5	HS	5	5
Right Leg		MS	5	5	HS	5	5

Left Leg	MS	5	5	HS	5	5
Right Wing	MS	4	4	MS	4	4
Left Wing	MS	4	4	MS	4	4

Thrusters	**Location**	**MA**
Thruster	Torso	2
Thruster	Right Leg	4
Thruster	Left Leg	4
Thruster	Right Arm	3
Thruster	Left Arm	3

Sensors	**Location**	**Kills**	**Sensors**	**Communications**
MW Class	Head	2	15 km	1500 km
MW Class	Torso	2	15 km	1500 km

Weapon	**Location**	**DMG**	**Range**	**WA**	**Kills**	**Shots**	**Notes**
Hands	Arms	1K	Melee	+0	1	U	Quick, Handy
EP-13 Gunpod	1 Handed		24		7	U	
Single Fire		4K		+1			
Auto Fire		2K		+0			BV3
MM60 Multi Missile System		5K	64	+1			CMV, Crosslinked
	Right Shoulder				2/3	8	
	Left Shoulder				2/3	8	
	Right Arm				1/2	5	
	Right Arm				1/2	5	
	Left Arm				1/2	5	
	Left Arm				1/2	5	
	Right Leg				1/2	4	
	Right Leg				1/2	4	
	Right Leg				1/2	4	
	Left Leg				1/2	4	
	Left Leg				1/2	4	
	Left Leg				1/2	4	

*MM-60 Kills denotes the launcher/payload.

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Weapon Mount, Self Destruct, Combat Computer, 250 hours of fuel, Flare/Chaff (10@ per leg)

Multipliers
Environmentals (Space, Re-entry), Verniers (1 Main Body, 2 each Leg), Semi-monocoque
Variable Fighter, Autopilot, Bio-Energy Powerplant

VAF-7A Shadow Alpha

COST: 451 CP (+112 for EU-13 and +234 for 60x SRM)
Availability: ?

HEIGHT:

9.0m in Armo-Soldier configuration.
5.72m in Armo-Diver configuration.
4m in Armo-Fighter configuration.

WIDTH:

4.84m at shoulders in Armo-Soldier and Armo-Diver configurations.
8.2m maximum wingspan

LENGTH:

10.25 in Armo-Diver configuration.
12.5m in Armo-Fighter configuration.

WEIGHT:

Empty: 16,700 kg
Standard T-O Weight: 17,600 kg

Mode	**MV**	**Land MA**	**Fly MA**
Armo-Soldier	-0	6 (300m/round)	16 (800m/round)
Armo-Diver	-1	3 (150m/round)	24 (1200m/round)
Armo-Fighter	-2	0	32 (1600m/round)

Maneuver Pool +0%

Servo	**Class**	**Kills**	**Spaces**	**Armor**	**SP**	**Kills**	
Main Body		MS	8	8	MW	6	6
Head		MS	4	4	MS	4	4
Right Arm		MS	5	5	HS	5	5
Left Arm		MS	5	5	HS	5	5
Right Leg		MS	5	5	HS	5	5
Left Leg		MS	5	5	HS	5	5
Right Wing		MS	4	4	MS	4	4
Left Wing		MS	4	4	MS	4	4

Thrusters	Location	MA
Thruster	Torso	2
Thruster	Right Leg	4
Thruster	Left Leg	4
Thruster	Right Arm	3
Thruster	Left Arm	3

Sensors	Location	Kills	Sensors	Communications
MW Class	Head	2	15 km	1500 km
Backup	Torso	2	1 km	300 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	3K	Melee	+0	1	U	Quick, Handy
EU-13 Cannon	1 Handed		24		7	U	
Single Fire		4K		+1			
Auto Fire		2K		+0			BV3
Disruptor		12K		+1			Disruptor, Warmup 2
MM60 Multi Missile System		5K	64	+1			CMV, Crosslinked
	Right Shoulder				2/3	8	
	Left Shoulder				2/3	8	
	Right Arm				1/2	5	
	Right Arm				1/2	5	
	Left Arm				1/2	5	
	Left Arm				1/2	5	
	Right Leg				1/2	4	
	Right Leg				1/2	4	
	Right Leg				1/2	4	
	Left Leg				1/2	4	
	Left Leg				1/2	4	
	Left Leg				1/2	4	

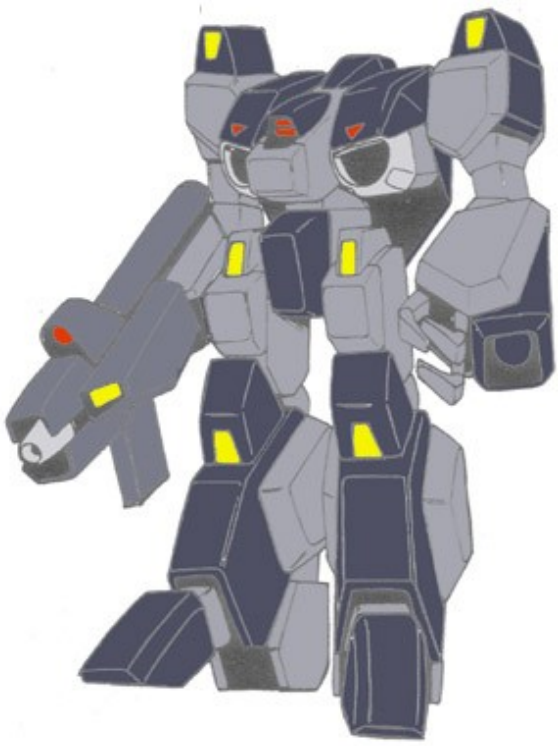
*MM-60 Kills denotes the launcher/payload.

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Weapon Mount, Self Destruct, Combat Computer, 250 hours of fuel (16 fuel cells)
Flare/Chaff (10@ per leg)

Multipliers
Environmentals (Space, Re-entry), Verniers (1 Main Body, 2 each Leg), HBT Stealth
Variable Fighter, Autopilot, Bio-Energy Powerplant

VAF-7A Shadow Drone

COST: 651 CP (+112 for EU-13 and +265.5 for 68x SRM)
Availability: ?



HEIGHT:

9.0m in Armo-Soldier configuration.
5.72m in Armo-Diver configuration.
4m in Armo-Fighter configuration.

WIDTH:

4.84m at shoulders in Armo-Soldier and Armo-Diver configurations.
8.2m maximum wingspan

LENGTH:

10.25 in Armo-Diver configuration.
12.5m in Armo-Fighter configuration.

WEIGHT:

Empty: 16,700 kg
Standard T-O Weight: 17,600 kg

Mode	**MV**	**Land MA**	**Fly MA**
Armo-Soldier	-0	6 (300m/round)	16 (800m/round)
Armo-Diver	-1	3 (150m/round)	24 (1200m/round)
Armo-Fighter	-2	0	32 (1600m/round)

Maneuver Pool +0%

Servo	**Class**	**Kills**	**Spaces**	**Armor**	**SP**	**Kills**	
Main Body		MS	8	8	MW	6	6
Right Arm		MS	5	5	HS	5	5
Left Arm		MS	5	5	HS	5	5
Right Leg		MS	5	5	HS	5	5
Left Leg		MS	5	5	HS	5	5
Right Wing		MS	4	4	MS	4	4
Left Wing		MS	4	4	MS	4	4
Right Pod		LW		2	MS	4	4

Left Pod	LW	2	MS	4	4

Thrusters	**Location**	**MA**
Thruster	Torso	2
Thruster	Right Leg	4
Thruster	Left Leg	4
Thruster	Right Arm	3
Thruster	Left Arm	3

Sensors	**Location**	**Kills**	**Sensors**	**Communications**
MW Class	Head	2	15 km	1500 km
Backup	Torso	2	1 km	300 km

Weapon	**Location**	**DMG**	**Range**	**WA**	**Kills**	**Shots**	**Notes**
Hands	Arms	3K	Melee	+0	1	U	Quick, Handy
EU-13 Cannon	1 Handed		24		7	U	
Single Fire		4K		+1			
Auto Fire		2K		+0			BV3
Disruptor		12K		+1			Disruptor, Warmup 2
MM44 Multi Missile System		5K	64	+1			CMV, Crosslinked
	Right Shoulder				2/3	8	
	Left Shoulder				2/3	8	
	Right Arm				1/2	5	
	Right Arm				1/2	5	
	Left Arm				1/2	5	
	Left Arm				1/2	5	
	Right Leg				1/2	4	
	Right Leg				1/2	4	
	Right Leg				1/2	4	
	Left Leg				1/2	4	
	Left Leg				1/2	4	
	Left Leg				1/2	4	
GR-12 Missile	Right Pod	5K	64	+1	1/4	12	CMV, Crosslinked
GR-12 Missile	Left Pod	5K	42	+1	1/4	12	CMV, Crosslinked

*MM-44 Kills denotes the launcher/payload.

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Weapon Mount, Self Destruct, Combat Computer, 250 hours of fuel (16 fuel cells)
Flare/Chaff (10@ per leg)

Multipliers
Environmentals (Space, Re-entry), Verniers (1 Main Body, 2 each Leg), Shadow Cloaking System
Variable Fighter, Autopilot, Internal Automation (Rank 6, Portfolio 7), Bio-Energy Powerplant

Internal Automation
Rank 6 [roll 1d10+12 all rolls]
Portfolio 7 (Mecha Pilot: Legioss, Mecha Weaponry, Mecha Combat, Awareness/Notice, Dodge & Evade, Navigation, Radio Communication)

VBF-9 Beta

COST: 1126 CP (+280.8 CP for 72x SRM)
Availability: ?

HEIGHT:

6.1m in Armo-Bomber configuration
8.5m in Armo-Diver configuration
7.3m in Armo-Soldier configuration

WIDTH:

8.5m at shoulders in Armo-Soldier configuration
19.5m maximum wingspan

LENGTH:

9.7m in Armo-Bomber
8.0m in Armo-Diver configuration.
7.3 in Armo-Soldier configuration.

WEIGHT:

Empty: 29,500 kg

Mode	**MV**	**Land MA**	**Fly MA**
Armo-Soldier	-0	7 (350m/round)	13 (650m/round)
Armo-Diver	-1	3.5 (175m/round)	19.5 (975m/round)
Armo-Bomber	-2	0	26 (1300m/round)

Maneuver Pool +67%

Servo	**Class**	**Kills**	**Spaces**	**Armor**	**SP**	**Kills**	
Main Body		LH	14	14	LH/B	7	7
Head		HS	5	5	MS/B	4	4
Right Arm		LH	7	7	LH/B	7	7
Left Arm		LH	7	7	LH/B	7	7
Right Leg		LH	7	7	LH/B	7	7
Left Leg		LH	7	7	LH/B	7	7
Right Wing		MW	6	6	MS/B	4	4
Left Wing		MW	6	6	MS/B	4	4

Thrusters	**Location**	**MA**
Thruster	Torso	3
Thruster	Right Leg	5
Thruster	Left Leg	5

Sensors	**Location**	**Kills**	**Sensors**	**Communications**
MW Class	Head	2	15 km	1500 km

Backup	Torso	2	1 km	300 km			

Weapon	**Location**	**DMG**	**Range**	**WA**	**Kills**	**Shots**	**Notes**
Hands	Arms	4K	Melee	+0	1	U	Quick, Handy
EP-14 Cannon	Torso	--	24		7	U	
Single Fire		4K		+1			
Auto Fire		2K		+0			BV3
EP-4 Tri PBG	Right Leg	1K	24	+1	1	U	BV3, Linked
EP-4 Tri PBG	Left Leg	1K	24	+1	1	U	BV3, Linked
EU-35 Ion Gun	Right Arm	3K	24	+1	3	U	BV6, Linked
EU-35 Ion Gun	Left Arm	3K	24	+1	3	U	BV6, Linked
MM-20 Rack	Torso	5K	64	+1	3		Linked
Missiles					7	20	CMV
MM-20 Rack	Torso	5K	64	+1	3		Linked
Missiles					7	20	CMV
MM-16 Rack	Torso	5K	64	+1	3		Linked
Missiles					5	16	CMV
MM-16 Rack	Torso	5K	64	+1	3		Linked
Missiles					5	16	CMV

*The leg EP-4 may only fire in bomber configuration.
* MM-16 may fire up to 8 per attack. MM-20 may fire up to 10 per attack.

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod, Hardpoints (3 per wing)
Self Destruct, Combat Computer, 250 hours of fuel (requires 32 cells), Bomb Bay (holds 4000 kg)
Legioss Connection

Multipliers
Environmentals (Space, Re-entry), Verniers (1 Main Body, 2 each Leg), Variable Fighter, Autopilot
Transatmospheric Ability, Heavy Hydraulics, Supercharged Engines, Bio-Energy Powerplant

VBF-9 Shadow Beta

COST: 1212 CP (+280.8 CP for 72x SRM)
Availability: ?

HEIGHT:
6.1m in Armo-Bomber configuration
8.5m in Armo-Diver configuration
7.3m in Armo-Soldier configuration

WIDTH:
8.5m at shoulders in Armo-Soldier configuration
19.5m maximum wingspan

LENGTH:
9.7m in Armo-Bomber
8.0m in Armo-Diver configuration.
7.3 in Armo-Soldier configuration.

WEIGHT:
Empty: 29,500 kg

Mode	**MV**	**Land MA**	**Fly MA**
Armo-Soldier	-0	7 (350m/round)	13 (650m/round)
Armo-Diver	-1	3.5 (175m/round)	19.5 (975m/round)
Armo-Bomber	-2	0	26 (1300m/round)

Maneuver Pool +67%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		LH	14	14	LH/B	7	7
Head		HS	5	5	MS/B	4	4
Right Arm		LH	7	7	LH/B	7	7
Left Arm		LH	7	7	LH/B	7	7
Right Leg		LH	7	7	LH/B	7	7
Left Leg		LH	7	7	LH/B	7	7
Right Wing		MW	6	6	MS/B	4	4
Left Wing		MW	6	6	MS/B	4	4

Thrusters	Location	MA
Thruster	Torso	3
Thruster	Right Leg	5
Thruster	Left Leg	5

Sensors	Location	Kills	Sensors	Communications
MW Class	Head	2	15 km	1500 km
Backup	Torso	2	1 km	300 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	4K	Melee	+0	1	U	Quick, Handy
EP-14 Cannon	Torso	--	24		7	U	
Single Fire		4K		+1			
Auto Fire		2K		+0			BV3
EP-4 Tri PBG	Right Leg	1K	24	+1	1	U	BV3, Linked
EP-4 Tri PBG	Left Leg	1K	24	+1	1	U	BV3, Linked
EU-35 Ion Gun	Right Arm	3K	24	+1	3	U	BV6, Linked
EU-35 Ion Gun	Left Arm	3K	24	+1	3	U	BV6, Linked
MM-20 Rack	Torso	5K	64	+1	3		Linked
Missiles					7	20	CMV
MM-20 Rack	Torso	5K	64	+1	3		Linked
Missiles					7	20	CMV
MM-16 Rack	Torso	5K	64	+1	3		Linked
Missiles					5	16	CMV
MM-16 Rack	Torso	5K	64	+1	3		Linked
Missiles					5	16	CMV

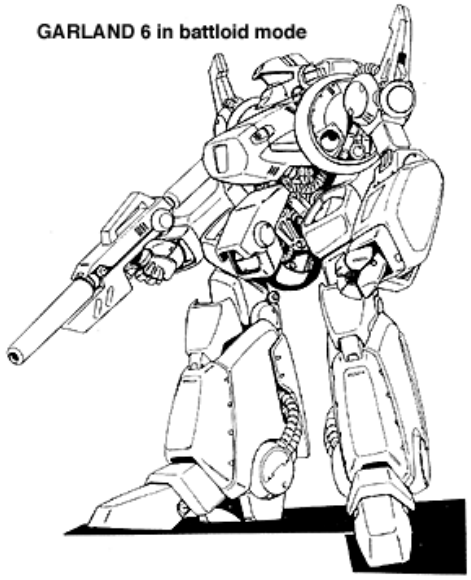
*The leg EP-4 may only fire in bomber configuration.
* MM-16 may fire up to 8 per attack. MM-20 may fire up to 10 per attack.

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod, Hardpoints (3 per wing)
Self Destruct, Combat Computer, 250 hours of fuel (requires 32 cells), Bomb Bay (holds 4000 kg)
Legioss Connector

Multipliers
Environmentals (Space, Re-entry), Verniers (1 Main Body, 2 each Leg), Variable Fighter, Autopilot
Transatmospheric Ability, Heavy Hydraulics, Supercharged Engines, Shadow Cloaking System
Bio-Energy Powerplant

Garland [Series 5 & 6]

COST: 112 CP (not including weapons)
Availability: 2025+



HEIGHT:
1.09m cycle
3m armor
WIDTH:
2.6m cycle (rear hubs) to 0.3m (front hub)
2m armor
LENGTH:
2m cycle
1.6m armor
WEIGHT:
1360 kg

Mode	**MV**	**Land MA**		**Fly MA**
Armor		+1	80m/turn	11 (550m/turn)
Cycle		+1	18 (900m/turn)	--

Maneuver Pool +0%

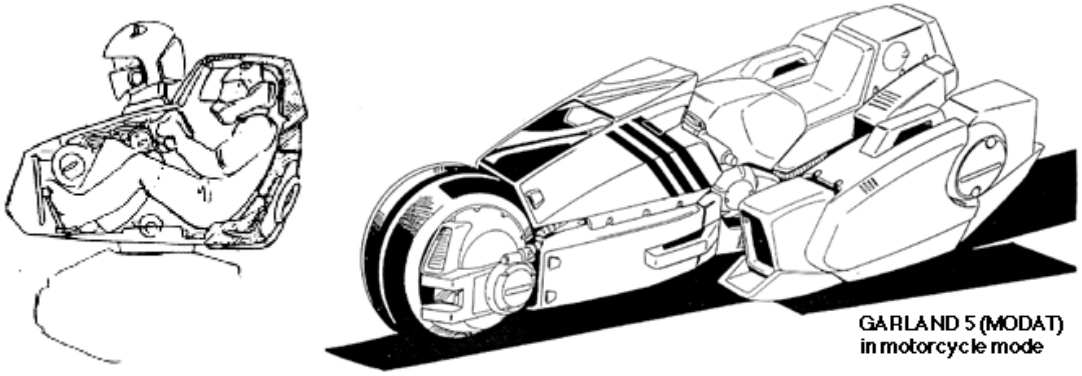
Servo	**Class**	**Hits**	**Spaces**	**Armor**	**SP**	**Hits**	
Main Body		LH	70	12	LH/A	35	35
Head		MS	20	4	LH/A	35	35
Right Arm		LH	40	7	LH/A	35	35
Left Arm		LH	40	7	LH/A	35	35
Right Leg		LH	40	7	LH/A	35	35
Left Leg		LH	40	7	LH/A	35	35
Front Wheel		MS	20				
Rear Wheel		MS	20				

Thrusters	**Location**	**MA**
Thruster	Torso	11

Sensors	**Location**	**Hits**	**Sensors**	**Communications**
LW Class	Torso	5	2 km	50 km

Weapon	**Location**	**DMG**	**Range**	**WA**	**Hits**	**Shots**	**Notes**
Hands	Arms	+1d6	Melee	+0	5	U	Quick, Handy
Kick	Legs	+2d6	Melee	+0			

Optional Systems
Anti-theft Codelock, Spotlight (x2), Ejection System, Target Analyzer, Hybrid Engine, MODAT
Fuel: 10 gallons gas (30 mpg), 6 protoculture cells (6 months use), 10 years nuclear life


GARLAND 5 (MODAT) in motorcycle mode

Multipliers
Environmentals (Desert, Arctic, Space), Supercharged Power Cell, Transformable Motorcycle

Garland [Series 7]

GARLAND 7 in battloid mode

COST: 115 CP (not including weapons)
Availability: 2029+

HEIGHT:
1.09m cycle
3m armor
WIDTH:
2.6m cycle (rear hubs) to 0.3m (front hub)
2m armor
LENGTH:
2m cycle
1.6m armor
WEIGHT:
1451 kg

Mode	MV	Land MA	Fly MA
Armor	+1	80m/turn	18 (900m/turn)
Hovercycle	+1	18 (900m/turn)	18 (900m/turn)

Maneuver Pool +0%

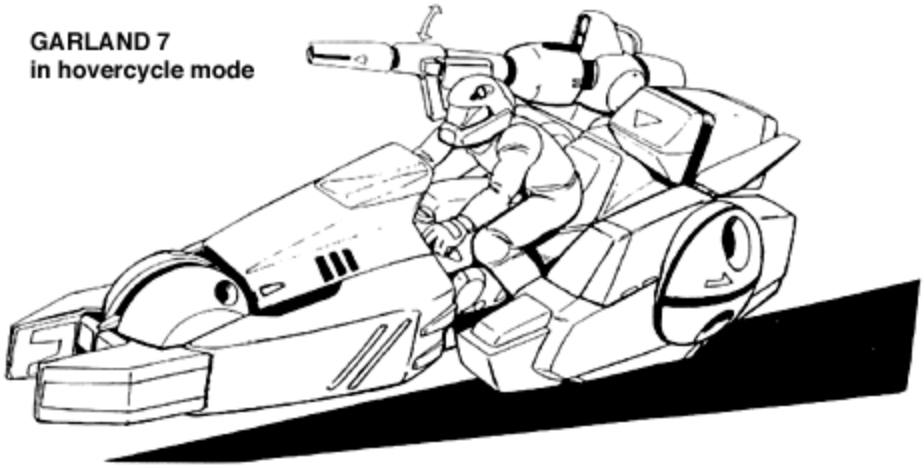
Servo	Class	Hits	Spaces	Armor	SP	Hits	
Main Body		LH	70	12	LH/A	35	35
Head		MS	20	4	LH/A	35	35
Right Arm		LH	40	7	LH/A	35	35
Left Arm		LH	40	7	LH/A	35	35
Right Leg		LH	40	7	LH/A	35	35
Left Leg		LH	40	7	LH/A	35	35
Front Wheel		MS	20				
Rear Wheel		MS	20				

Thrusters	Location	MA
Thruster	Torso	18

Sensors	Location	Hits	Sensors	Communications
LW Class	Torso	5	2 km	50 km

Weapon	Location	DMG	Range	WA	Hits	Shots	Notes
Hands	Arms	+1d6	Melee	+0	5	U	Quick, Handy
Kick	Legs	+2d6	Melee	+0			

Optional Systems
Anti-theft Codelock, Spotlight (x2), Ejection System, Target Analyzer, Hybrid Engine
Fuel: 10 gallons gas (30 mpg), 6 protoculture cells (6 months use), 10 years nuclear life



Multipliers
Environmentals (Desert, Arctic, Space), Supercharged Power Cell, Transformable Motorcycle

Hargun

COST: 95 CP (not including weapons)
Availability: 2026

HEIGHT:
1.2m cycle
3.96m armor
WIDTH:
2.5m cycle

0.88m armor

LENGTH:

2.85m cycle
1.6m armor

WEIGHT:

930 kg

Mode	MV	Land MA		Fly MA
Armor		+1	80m/turn	11 (550m/turn)
Cycle		+1	18 (900m/turn)	--

Maneuver Pool +0%

Servo	Class	Hits	Spaces	Armor	SP	Hits	
Main Body		LH	70	12	LH/A	35	35
Head		MS	20	4	LH/A	35	35
Right Arm		LH	40	7	LH/A	35	35
Left Arm		LH	40	7	LH/A	35	35
Right Leg		LH	40	7	LH/A	35	35
Left Leg		LH	40	7	LH/A	35	35
Front Wheel		MS	20				
Rear Wheel		MS	20				

Shield

Combat Shield [STR Alpha, SP 3, 3 Kills, DC 2]

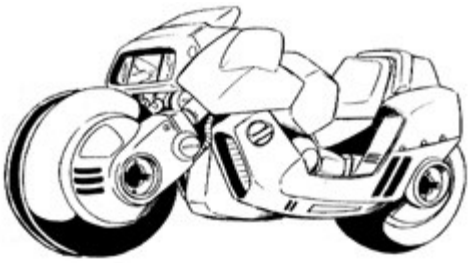
Thrusters	Location	MA
Thruster	Torso	11

Sensors	Location	Hits	Sensors	Communications
LW Class	Torso	5	2 km	50 km

Weapon	Location	DMG	Range	WA	Hits	Shots	Notes
Hands	Arms	+1d6	Melee	+0	5	U	Quick, Handy
Kick	Legs	+2d6	Melee	+0			
GU-19	R Arm	1K	24	+1	5	20	BV4, All Purpose
Extra clip in each leg							
N-1 Net Gun	R Arm	1K	1	+1	5	1	Entangling
Mag Clamp (x4)	Torso	--	1	+1	5	-	Grappling

Optional Systems

Anti-theft Codelock, Spotlight (x2), Ejection System, Target Analyzer, Hybrid Engine
Fuel: 6 protoculture cells (114 hours use)



Multipliers
Environmentals (Desert, Arctic, Space), Supercharged Power Cell
Transformable Motorcycle (requires limbs attached in a specialized truck trailer)

VR-38A Light Combat Cyclone

COST: 61 CP + weapon package
Availability: ??

HEIGHT:
1.09m cycle
2.1m armor
WIDTH:
0.5m cycle
1.03m armor
LENGTH:
2.05m cycle
1.6m armor
WEIGHT:
72 kg

Mode	MV	Land MA	Fly MA
Armor		+1	80m/turn	11 (550m/turn)
Cycle		+1	15 (750m/turn)	--

Maneuver Pool +66%

Servo	Class	Hits	Spaces	Armor	SP	Hits	
Main Body		HS	50	12	HS/A	30	30
Right Arm		HS	30	6	HS/A	30	30
Left Arm		HS	30	6	HS/A	30	30
Right Leg		HS	30	6	HS/A	30	30
Left Leg		HS	30	6	HS/A	30	30
Front Pod		SL		3	HS/A	30	30
Rear Pod		SL		3	HS/A	30	30
Front Wheel			15				
Rear Wheel			15				

Thrusters	Location	MA
Thruster	Torso	11

Sensors	Location	Hits	Sensors	Communications
STR Class	Torso	5	4 km	80 km

Weapon	Location	DMG	Range	WA	Hits	Shots	Notes
Hands	Arms	+2d6	Melee	+0			Quick, Handy
Kick	Legs	+3d6	Melee	+0			

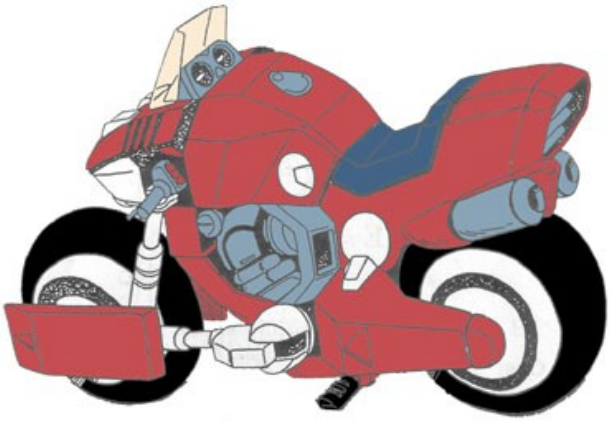
Optional Systems
Anti-theft Codelock, Spotlight (x2), Storage Module (x3), Ejection System, Target Analyzer Weapon Mount (x2), 300km/100 hours per cell, Low Visibility Paint Scheme

Multipliers
Environmentals (Desert, Arctic), Supercharged Engine, Transformable Motorcycle, Semi-Monocoque Bio-Energy Powerplant

Notes
First Cyclone produced; designed specifically for women. The -A model has a low visibility paint scheme designed for reconnaissance. Typically assigned the -C package military recording unit.

VR-38L Light Combat Cyclone

COST: 60 CP + weapon package
Availability: ??



HEIGHT:
1.09m cycle
2.1m armor
WIDTH:
0.5m cycle
1.03m armor
LENGTH:
2.05m cycle
1.6m armor
WEIGHT:
72 kg

Mode	**MV**	**Land MA**	**Fly MA**
Armor		+1	80m/turn	11 (550m/turn)
Cycle		+1	15 (750m/turn)	--

Maneuver Pool +66%

Servo	**Class**	**Hits**	**Spaces**	**Armor**	**SP**	**Hits**	
Main Body		HS	50	12	HS/A	30	30
Right Arm		HS	30	6	HS/A	30	30
Left Arm		HS	30	6	HS/A	30	30
Right Leg		HS	30	6	HS/A	30	30
Left Leg		HS	30	6	HS/A	30	30
Front Pod		SL		3	HS/A	30	30
Rear Pod		SL		3	HS/A	30	30
Front Wheel			15				
Rear Wheel			15				

Thrusters	**Location**	**MA**
Thruster	Torso	11

Sensors	Location	Hits	Sensors	Communications
STR Class	Torso	5	4 km	80 km

Weapon	Location	DMG	Range	WA	Hits	Shots	Notes
Hands	Arms	+2d6	Melee	+0			Quick, Handy
Kick	Legs	+3d6	Melee	+0			

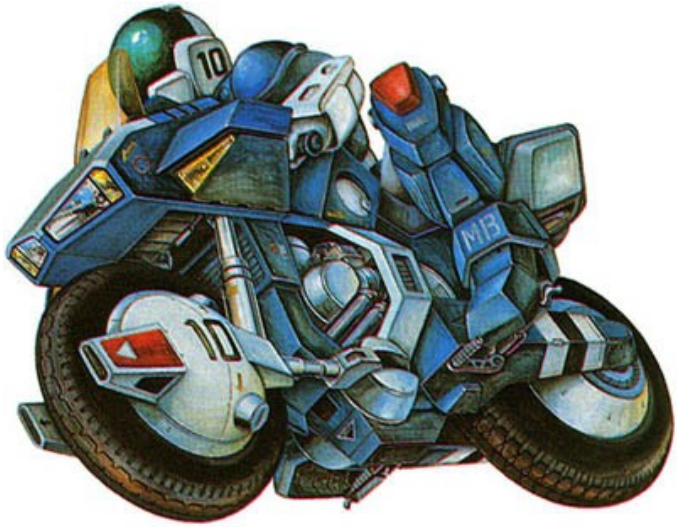
Optional Systems
Anti-theft Codelock, Spotlight (x2), Storage Module (x3), Ejection System, Target Analyzer Weapon Mount (x2), 300km/100 hours per cell, Low Visibility Paint Scheme

Multipliers
Environmentals (Desert, Arctic), Supercharged Engine, Transformable Motorcycle, Semi-Monocoque Bio-Energy Powerplant

Notes
First Cyclone produced; designed specifically for women.

VR-041H Saber Cyclone

COST: 79 CP (+44 for CADS-1, +25.2 for 12x micromissile)
Availability: ??



HEIGHT:
1.09m cycle
2.05m armor
WIDTH:
0.5m cycle
1.03m armor
LENGTH:
2.05m cycle
1.6m armor
WEIGHT:
142 kg

Mode	MV	Land MA	Fly MA
Armor	+1	80m/turn	11 (550m/turn)
Cycle	+1	15 (750m/turn)	--

Maneuver Pool +66%

Servo	Class	Hits	Spaces	Armor	SP	Hits	
Main Body		MW	60	12	MW/A	30	30
Right Arm		MW	35	6	MW/A	30	30
Left Arm		MW	35	6	MW/A	30	30
Right Leg		MW	35	6	MW/A	30	30
Left Leg		MW	35	6	MW/A	30	30
Front Pod		SL		3			
Rear Pod		SL		3			
Front Wheel			15				
Rear Wheel			15				

Thrusters	Location	MA
Thruster	Torso	11

Sensors	Location	Hits	Sensors	Communications
STR Class	Torso	5	4 km	80 km

Weapon	Location	DMG	Range	WA	Hits	Shots	Notes
Hands	Arms	+2d6	Melee	+0	5	U	Quick, Handy
Kick	Legs	+3d6	Melee	+0			
GR-103 Rack	Torso	3K	32	+1	10	6	CMV, Linked
GR-103 Rack	Torso	3K	32	+1	10	6	CMV, Linked
CADS-1	Weapon Mounts	2K	Melee	+1	2K	U	AP, Quick
CADS-1	Weapon Mounts	2K	Melee	+1	2K	U	AP, Quick

Shields
LW Class, Alpha Armor (DC 2), DA +0, SP 5, 1 binder slot for blade, CADS-1 mated
LW Class, Alpha Armor (DC 2), DA +0, SP 5, 1 binder slot for blade, CADS-1 mated
*Shield DC and SP are in Kills, not Hits.

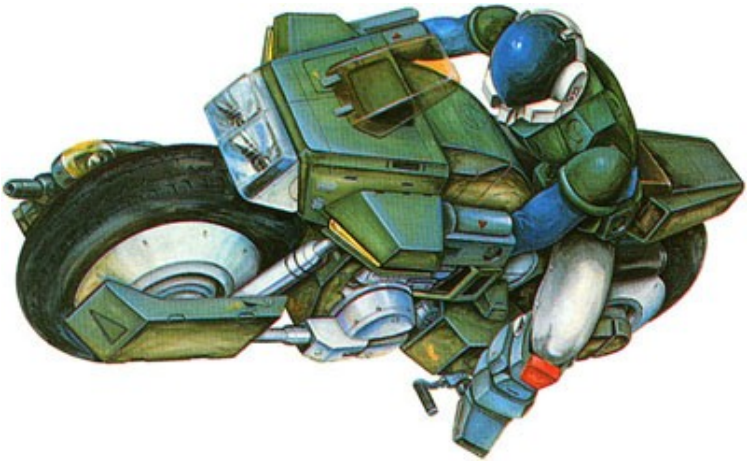
Optional Systems
Anti-theft Codelock, Spotlight (x2), Storage Module (x3), Ejection System, Target Analyzer
Weapon Mount (x2), 300km/100 hours per cell

Multipliers
Environmentals (Desert, Arctic), Supercharged Engine, Transformable Motorcycle, Semi-Monocoque
Bio-Energy Powerplant

Notes
Only Cyclone to have built-in weapon systems. The -H weapon package is considered built-in in Robotech.

VR-052 Battler Cyclone

COST: 71 CP + weapon package
Availability: ??



HEIGHT:
1.09m cycle
2.05m armor
WIDTH:
0.5m cycle
1.03m armor
LENGTH:
2.05m cycle
1.6m armor
WEIGHT:
132 kg

Mode	**MV**	**Land MA**	**Fly MA**
Armor		+1	80m/turn	11 (550m/turn)
Cycle		+1	15 (750m/turn)	--

Maneuver Pool +66%

Servo	**Class**	**Hits**	**Spaces**	**Armor**	**SP**	**Hits**	
Main Body		MW	60	12	MW/A	30	30
Right Arm		MW	35	6	MW/A	30	30
Left Arm		MW	35	6	MW/A	30	30
Right Leg		MW	35	6	MW/A	30	30
Left Leg		MW	35	6	MW/A	30	30
Front Pod		SL		3			
Rear Pod		SL		3			
Front Wheel			15				
Rear Wheel			15				

Thrusters	**Location**	**MA**
Thruster	Torso	11

Sensors	**Location**	**Hits**	**Sensors**	**Communications**
STR Class	Torso	5	4 km	80 km

Weapon	Location	DMG	Range	WA	Hits	Shots	Notes
Hands	Arms	+2d6	Melee	+0	5	U	Quick, Handy
Kick	Legs	+3d6	Melee	+0			

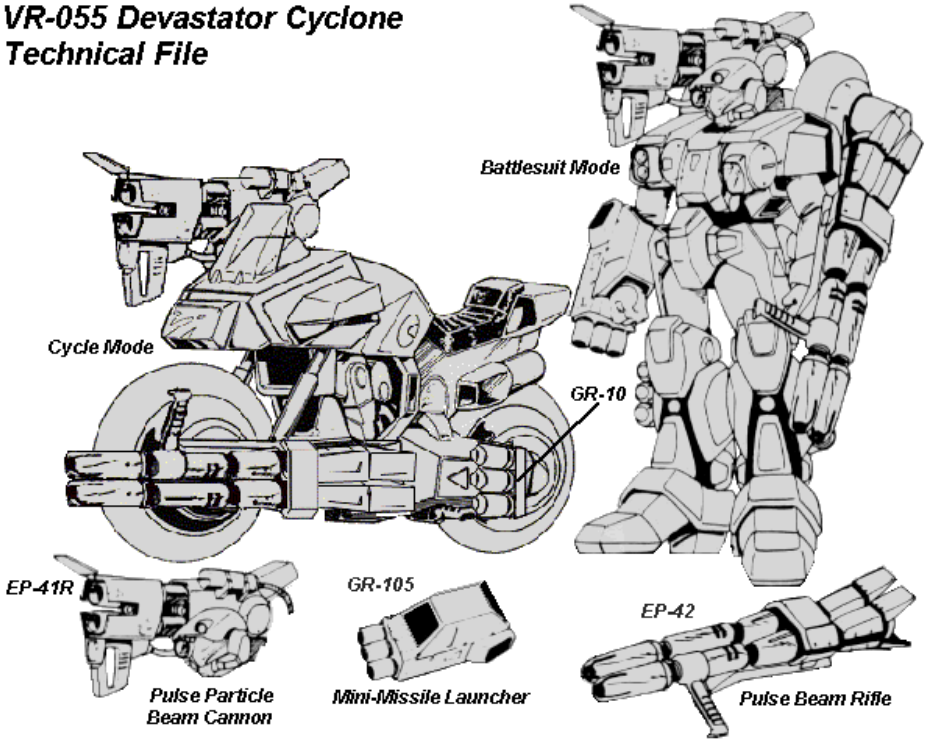
Optional Systems
Anti-theft Codelock, Spotlight (x2), Storage Module (x3), Ejection System, Target Analyzer Weapon Mount (x2), 300km/100 hours per power cell

Multipliers
Environmentals (Desert, Arctic), Supercharged Engine, Transformable Motorcycle, Semi-Monocoque

Notes
Standard model stored in each Legioss.

VR-055 Devastator Cyclone

COST: 93 CP (+ ?? CP for weapons packages)
Availability: 2043+



HEIGHT:
1.29m cycle
2.5m armor
WIDTH:
0.5m cycle
1.03m armor
LENGTH:
2.41m cycle
1.1m armor
WEIGHT:
169 kg

Mode	MV	Land MA	Fly MA
Armor	+1	80m/turn	11 (550m/turn)
Cycle	+1	15 (750m/turn)	--

Maneuver Pool +66%

Servo	Class	Hits	Spaces	Armor	SP	Hits	
Main Body		MW	60	12	MW/A	30	30
Right Arm		MW	35	6	MW/A	30	30
Left Arm		MW	35	6	MW/A	30	30
Right Leg		MW	35	6	MW/A	30	30
Left Leg		MW	35	6	MW/A	30	30
Front Pod		SL		3			
Rear Pod		SL		3			
Front Wheel			15				
Rear Wheel			15				

Thrusters	Location	MA
Thruster	Torso	11

Sensors	Location	Hits	Sensors	Communications
STR Class	Torso	5	4 km	80 km

Weapon	Location	DMG	Range	WA	Hits	Shots	Notes
Hands	Arms	+1d6	Melee	+0	5	U	Quick, Handy
Kick	Legs	+3d6	Melee	+0			
EP-42	L Arm						
GR-105	R Arm						
EP-41R	Torso						
GR-10	R Leg						
GR-10	L Leg						

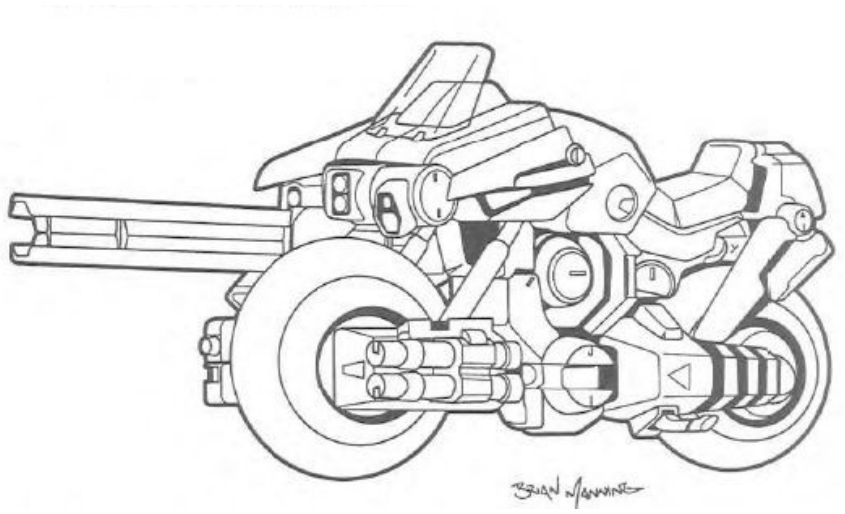
Optional Systems
Anti-theft Codelock, Spotlight (x2), Storage Module (x3), Ejection System, Target Analyzer
Weapon Mount (x2), 300km/100 hours per power cell

Multipliers
Environmentals (Desert, Arctic), Supercharged Engine, Transformable Motorcycle, Semi-Monocoque
Bio-Energy Powerplant

Programme
Designed as a heavy assault Cyclone. It is typically armed with: GR-10 (x2), GR-105, EP-41R and EP-42 weapon mounts.

VR-057 Super Cyclone

COST: 71 CP (+ CP for GR-97 and HGR-70)
Availability: 2044+



HEIGHT:
1.29m cycle
2.5m armor
WIDTH:
0.5m cycle
1.03m armor
LENGTH:
2.41m cycle
1.1m armor
WEIGHT:
169 kg

Mode	MV	Land MA	Fly MA
Armor		+1	80m/turn	11 (550m/turn)
Cycle		+1	15 (750m/turn)	--

Maneuver Pool +66%

Servo	Class	Hits	Spaces	Armor	SP	Hits	
Main Body		MW	60	12	MW/A	30	30
Right Arm		MW	35	6	MW/A	30	30
Left Arm		MW	35	6	MW/A	30	30
Right Leg		MW	35	6	MW/A	30	30
Left Leg		MW	35	6	MW/A	30	30
Front Pod		SL		3			
Rear Pod		SL		3			
Front Wheel			15				
Rear Wheel			15				

Thrusters	Location	MA
Thruster	Torso	11

Sensors	Location	Hits	Sensors	Communications
STR Class	Torso	5	4 km	80 km

Weapon	Location	DMG	Range	WA	Hits	Shots	Notes
Hands	Arms	+1d6	Melee	+0	5	U	Quick, Handy
Kick	Legs	+3d6	Melee	+0			

HGR-70 R Arm
GR-97 L Arm

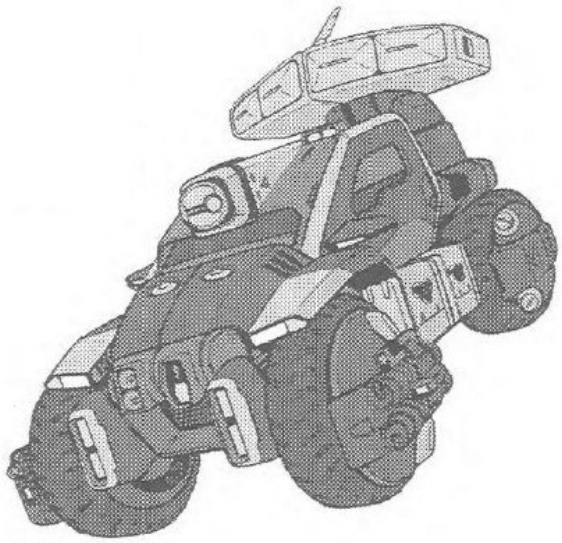
Optional Systems
Anti-theft Codelock, Spotlight (x2), Storage Module (x3), Ejection System, Target Analyzer
Weapon Mount (x2), 300km/100 hours per power cell

Multipliers
Environmentals (Desert, Arctic), Supercharged Engine, Transformable Motorcycle, Semi-Monocoque
Bio-Energy Powerplant

Programme
New generation ride armor. Standard armament is a single GR-97 missile pack on the left and a HGR-70 railgun on the right.

VM-9E Silverback

COST: ? CP
Availability: 2044+



HEIGHT:
1.8m hum-vee
4.1m armor
WIDTH:
2.1m hum-vee
3.4m armor
LENGTH:
3.9m hum-vee
2.7m armor
WEIGHT:
1200 kg

Mode	MV	Land MA	Fly MA
Armor	+1	80m/turn	11 (550m/turn)
Hum-vee	+1	13 (650m/turn)	--

* 225kmh (75kmh offroad)

Maneuver Pool +0%

Servo	Class	Hits	Spaces	Armor	SP	Hits	
Main Body		MW	60	12	MW/A	30	30
Right Arm		MW	35	6	MW/A	30	30
Left Arm		MW	35	6	MW/A	30	30
Right Leg		MW	35	6	MW/A	30	30
Left Leg		MW	35	6	MW/A	30	30
Right Wheel		STR	15				
Left Wheel		STR	15				

Thrusters	Location	MA
Thruster	Torso	11

Sensors	Location	Hits	Sensors	Communications
SL Class	Torso	5	1 km	30 km
MW Class	OSS-88	100	15 km	1500 km

Weapon	Location	DMG	Range	WA	Hits	Shots	Notes
Hands	Arms	+1d6	Melee	+0	5	U	Quick, Handy
Kick	Legs	+2d6	Melee	+0			
H-260	RF Wheel						
GR-97	RL Wheel						

Optional Systems
Anti-theft Codelock, Spotlight (x2), Storage Module (x3), Ejection System
Weapon Mount (x5), 300km/100 hours per power cell

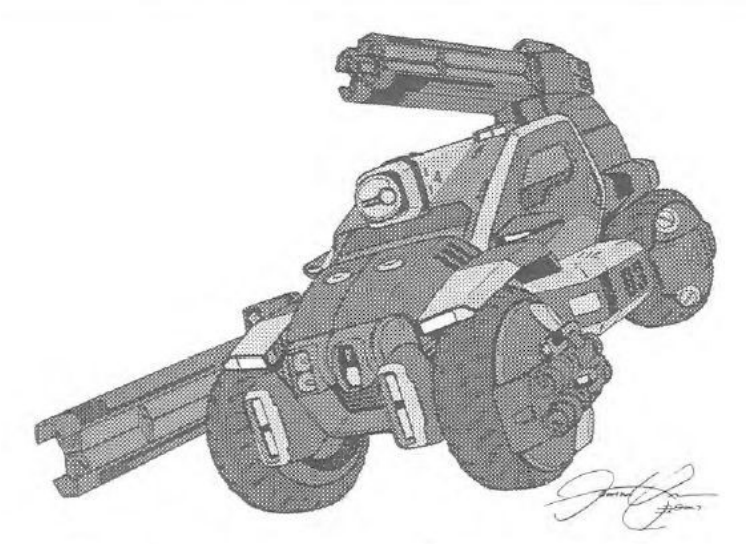
Multipliers
Environmentals (Desert, Arctic), Supercharged Power Cell, Transformable Motorcycle

OSS088 Sensor Suite
MW class sensor/communication, resolution x10, nightvision, thermal, digital video, audio enhance, laser distancer, markerlight, laser communication, enhanced radar 120km, IFF/CC

Programme
Designed for reconnaissance, providing a balance of defense/offense and mobility superior to the Cyclone series. The -E variant always mounts the OSS-88 sensor suite.

VM-9H Silverback

COST: ? CP
Availability: 2044+



HEIGHT:
1.95m hum-vee
4.2m armor
WIDTH:
2.1m hum-vee
3.4m armor
LENGTH:
3.9m hum-vee
2.7m armor
WEIGHT:
1200 kg

Mode	MV	Land MA	Fly MA
Armor	+1	80m/turn	11 (550m/turn)
Hum-vee	+1	13 (650m/turn)	--

* 192kmh (72kmh offroad)

Maneuver Pool +0%

Servo	Class	Hits	Spaces	Armor	SP	Hits	
Main Body		MW	60	12	MW/A	30	30
Right Arm		MW	35	6	MW/A	30	30
Left Arm		MW	35	6	MW/A	30	30
Right Leg		MW	35	6	MW/A	30	30
Left Leg		MW	35	6	MW/A	30	30
Right Wheel		STR	15				
Left Wheel		STR	15				

Thrusters	Location	MA
Thruster	Torso	11

Sensors	Location	Hits	Sensors	Communications
SL Class	Torso	5	1 km	30 km

Weapon	Location	DMG	Range	WA	Hits	Shots	Notes
Hands	Arms	+1d6	Melee	+0	5	U	Quick, Handy
Kick	Legs	+2d6	Melee	+0			
HRG-140	Torso						

HRG-70 RF Wheel
GR-97 RL Wheel

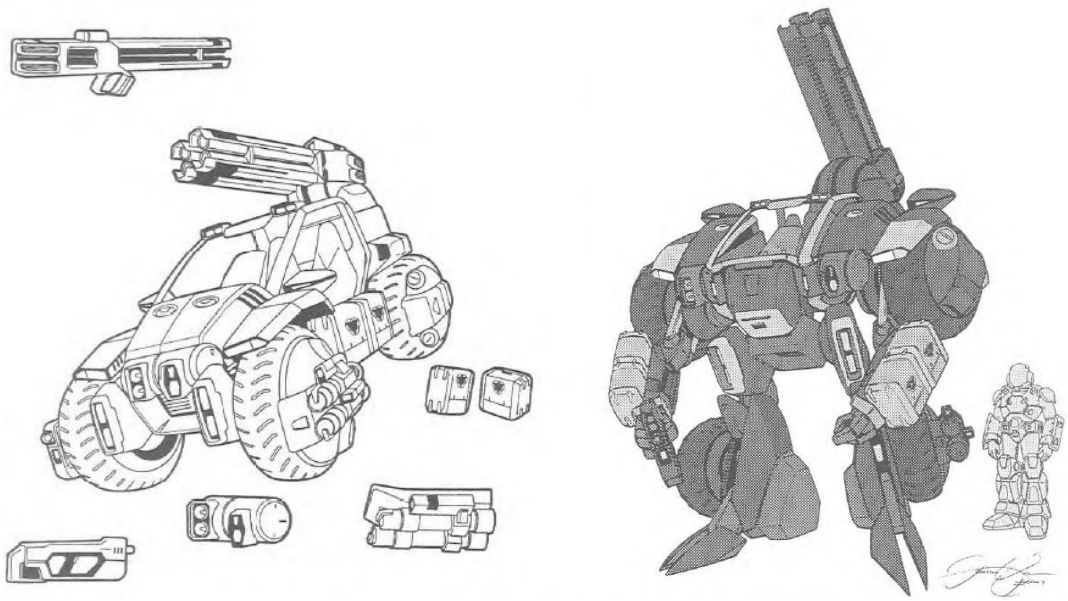
Optional Systems
Anti-theft Codelock, Spotlight (x2), Storage Module (x3), Ejection System
Weapon Mount (x5), 300km/100 hours per power cell

Multipliers
Environmentals (Desert, Arctic), Supercharged Power Cell, Transformable Motorcycle

Programme
Designed for reconnaissance, providing a balance of defense/offense and mobility superior to the Cyclone series. The -H variant has an enclosed pilot compartment and heavier armor/weapons to serve as a mobile weapon platform. Standard armament includes a HRG-140 on the top mount, HRG-70 on the forward right and a GR-97 on the forward left.

VM-9L Silverback

COST: ? CP
Availability: 2044+



HEIGHT:
1.8m hum-vee
4.1m armor
WIDTH:
2.1m hum-vee
3.4m armor
LENGTH:
3.9m hum-vee
2.7m armor
WEIGHT:
1360 kg

Mode	MV	Land MA	Fly MA
Armor	+1	80m/turn	11 (550m/turn)
Hum-vee	+1	13 (650m/turn)	--

* 225kmh (75kmh offroad)

Maneuver Pool +0%

Servo	Class	Hits	Spaces	Armor	SP	Hits	
Main Body		MW	60	12	MW/A	30	30
Right Arm		MW	35	6	MW/A	30	30
Left Arm		MW	35	6	MW/A	30	30
Right Leg		MW	35	6	MW/A	30	30
Left Leg		MW	35	6	MW/A	30	30
Right Wheel		STR	15				
Left Wheel		STR	15				

Thrusters	Location	MA
Thruster	Torso	11

Sensors	Location	Hits	Sensors	Communications
SL Class	Torso	5	1 km	30 km

Weapon	Location	DMG	Range	WA	Hits	Shots	Notes
Hands	Arms	+1d6	Melee	+0	5	U	Quick, Handy
Kick	Legs	+2d6	Melee	+0			
HRG-140	Torso						
H-260	RF Wheel						
GR-97	RL Wheel						

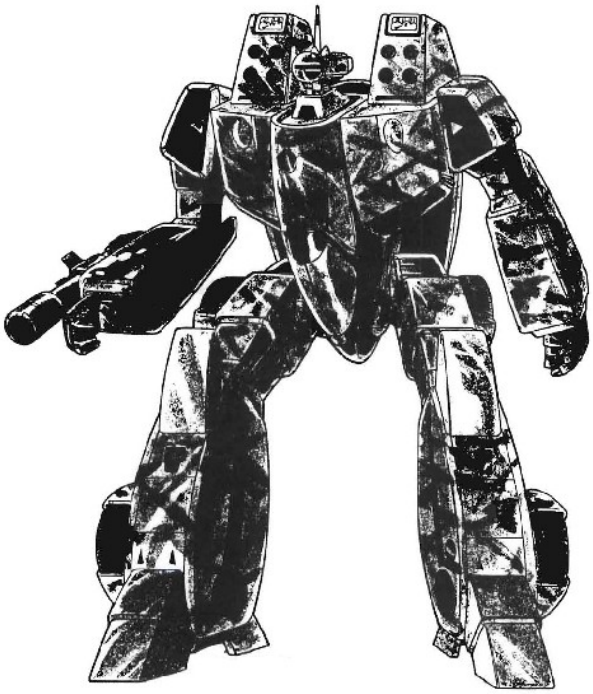
Optional Systems
Anti-theft Codelock, Spotlight (x2), Storage Module (x3), Ejection System
Weapon Mount (x5), 300km/100 hours per power cell

Multipliers
Environmentals (Desert, Arctic), Supercharged Power Cell, Transformable Motorcycle

Programme
Designed for reconnaissance, providing a balance of defense/offense and mobility superior to the Cyclone series.

LRV-588 Veritech Car

COST: ?? CP
Availability: ??



HEIGHT:
1.75m in car configuration
4.9m in battloid configuration
WIDTH:
2m in car configuration
2.6m in battloid configuration
LENGTH:
5.5m in car configuration
2.1m in battloid configuration
WEIGHT:
6,000 kg

Mode	**MV**	**Land MA**
Battroid	-0	112 kmph
Car	?	352 kmph, 480 kmph for 20 minute boosts

Maneuver Pool +0%

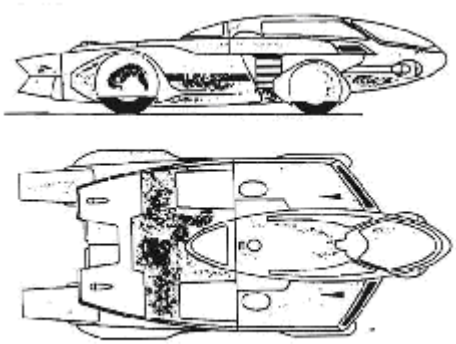
Servo	**Class**	**Kills**	**Spaces**	**Armor**	**SP**	**Kills**	
Main Body		STR	6	6	STR	3	3
Head		LW	2	2	LW	2	2
Right Arm		STR	4	4	LW	2	2
Left Arm		STR	4	4	LW	2	2
Right Leg		STR	4	4	STR	3	3
Left Leg		STR	4	4	STR	3	3

Thrusters	**Location**	**MA**
None		

Sensors	**Location**	**Kills**	**Sensors**	**Communications**
STR Class	Head	1	4 km	800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	1K	Melee	+0	1	U	Quick, Handy
IRM Rack	Right Arm					4	Linked, 2 are smoke
IRM Rack	Left Arm					4	Linked, 2 are smoke
Ion Cannon	Right Arm	3K	36	+1	3	U	BV 2

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x2), Storage Module*, Escape Pod
Weapon Mount, Self Destruct, Combat Computer, Hardpoints (2 per Wing)
1,280 km Fuel
*1m long by 1.3m wide by 0.5m deep. Can carry a Cyclone, but must be taken out to transform the car into battloid configuration.



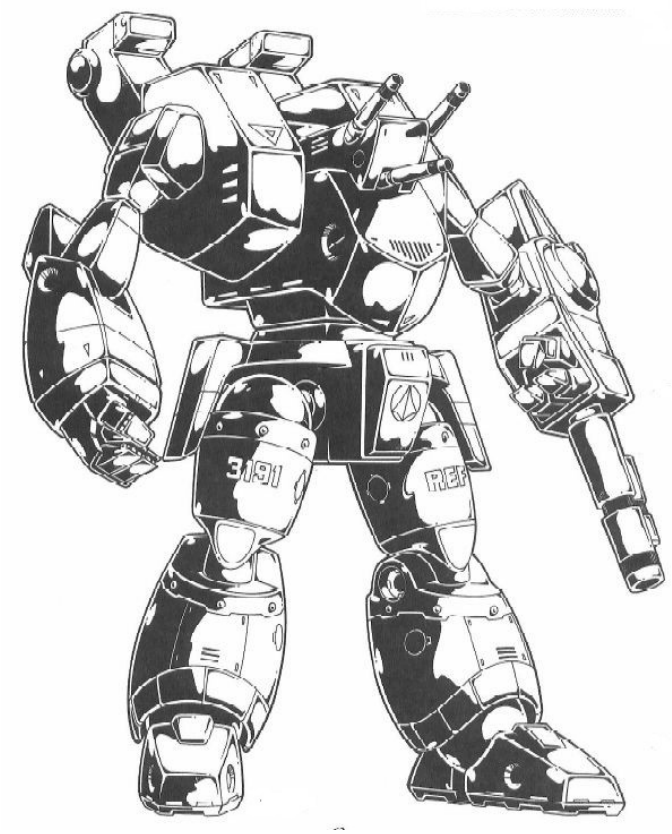
< Front

Multipliers
Environmentals (Space, Re-entry, Desert), Verniers (1 Main Body, 2 each Leg)
Variable Fighter, Autopilot

Notes: Uses a hybrid liquid fuel and protoculture engine. The protoculture engine is typically used unless Invid are near (the gas engine is harder to spot). While running on the gas engine, the mecha suffers a -1 penalty to all rolls because of the lower power output. LRV class is Light Reconnaissance Veritech.

Excaliber Mk VII

COST: ??
Availability: ??



HEIGHT:
10.97m
WIDTH:
5.6m
LENGTH:
3.4m
WEIGHT:
20,600 kg

Mode	MV	Land MA	Fly MA
Destroid	-2	5 (250m/round)	0

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MH	16	16	MH	8	8
Right Arm		MS	5	5	HS	5	5
Left Arm		MS	5	5	HS	5	5
Right Leg		MW	7	7	MW	6	6
Left Leg		MW	7	7	MW	6	6

Thrusters	Location	MA
None		

Sensors	Location	Kills	Sensors	Communications
LH Class	Torso	2	20 km	1800 km

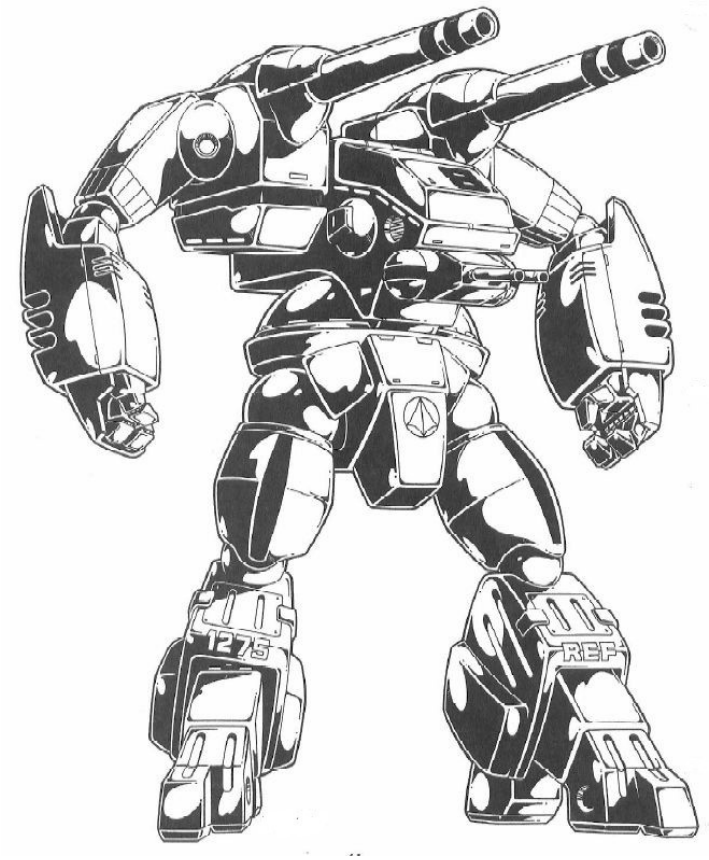
Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
PBC-12	Left Arm	12K	60	+1	12	U	Warmup 1
Laser Mount	Head	1K	24	+1	1	--	BV 2, Linked
Laser Mount	Head	1K	24	+1	1	--	BV 2, Linked
Laser Mount	Head	1K	24	+1	1	--	BV 2, Linked
GR-100 Rack	Right Arm	3K	32	+1	4	18	CMV, Linked
Can fire volleys of up to 6							
GR-100 Rack	Left Arm	3K	32	+1	4	18	CMV, Linked
Can fire volleys of up to 6							
SRM Launcher	Right Arm	5K	64	+1	4	12	CMV, Linked
Can fire volleys of up to 4							
SRM Launcher	Left Arm	5K	64	+1	4	12	CMV, Linked
Can fire volleys of up to 4							

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Magnetic Foot Locks

Multipliers
Environmentals (Arctic, Space, Desert), Verniers (1 Main Body, 2 each Leg), Heavy Hydraulics

Gladiator Mk III

COST: ??
Availability: ??



HEIGHT:
8.4m

WIDTH:
4.2m
LENGTH:
3.47m
WEIGHT:
19,200 kg

Mode	MV	Land MA	Fly MA
Destroid	-2	5 (250m/round)	0

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MH	16	16	MH	8	8
Right Arm		MS	5	5	HS	5	5
Left Arm		MS	5	5	HS	5	5
Right Leg		MW	7	7	MW	6	6
Left Leg		MW	7	7	MW	6	6

Thrusters	Location	MA
None		

Sensors	Location	Kills	Sensors	Communications
LH Class	Torso	2	20 km	1800 km

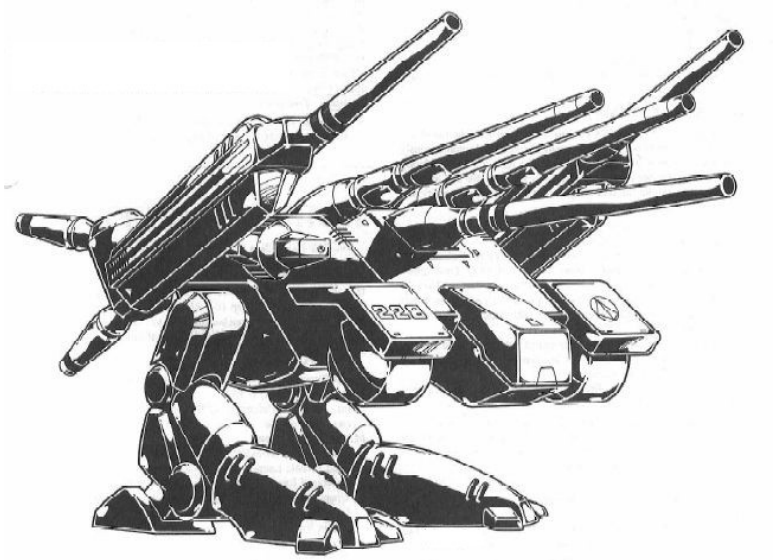
Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
GRA-10 Laser	Right Arm	7K	24	+1	7	U	Crosslinked
GRA-10 Laser	Left Arm	7K	24	+1	7	U	Crosslinked
Rapid Fire Laser	Torso	2K	12	+1	2	U	BV4, All Purpose
GR-102 Rack	Torso	3K	32	+1	7	36	CMV
Can fire volleys of up to 8							
MM-50 Rack	Right Leg	5K	64	+1	1	4	CMV, Linked
MM-50 Rack	Right Leg	5K	64	+1	1	4	CMV, Linked
MM-50 Rack	Right Leg	5K	64	+1	1	4	CMV, Linked
MM-50 Rack	Right Leg	5K	64	+1	1	4	CMV, Linked
MM-50 Rack	Left Leg	5K	64	+1	1	4	CMV, Linked
MM-50 Rack	Left Leg	5K	64	+1	1	4	CMV, Linked
MM-50 Rack	Left Leg	5K	64	+1	1	4	CMV, Linked
MM-50 Rack	Left Leg	5K	64	+1	1	4	CMV, Linked

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Magnetic Foot Locks

Multipliers
Environmentals (Arctic, Space, Desert), Verniers (1 Main Body, 2 each Leg), Heavy Hydraulics

M.A.C. III

COST: ??
Availability: ??



HEIGHT:
14.8m
WIDTH:
11.6m
LENGTH:
12.5m
WEIGHT:
110,000 kg

Mode	MV	Land MA	Fly MA
Destroid	-6	2 (100m/round)	0

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MgH	22	22	MgH	11	11
Right Arm		SH	11	11	MgH	11	11
Left Arm		SH	11	11	MgH	11	11
Right Leg		MgH	12	12	MgH	11	11
Left Leg		MgH	12	12	MgH	11	11

Thrusters	Location	MA
None		

Sensors	Location	Kills	Sensors	Communications
AH Class	Torso	3	30 km	3000 km
Backup	Torso	2	1 km	300 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Arm Swat		5K	Melee	+0			
40cm Cannon	Torso	15K	320	+1	15	-	Linked*, Long Range
Ammo					6	20	AP
40cm Cannon	Torso	15K	320	+1	15	-	Linked*, Long Range
Ammo					6	20	AP
40cm Cannon	Torso	15K	320	+1	15	-	Long Range
Ammo					4	20	AP

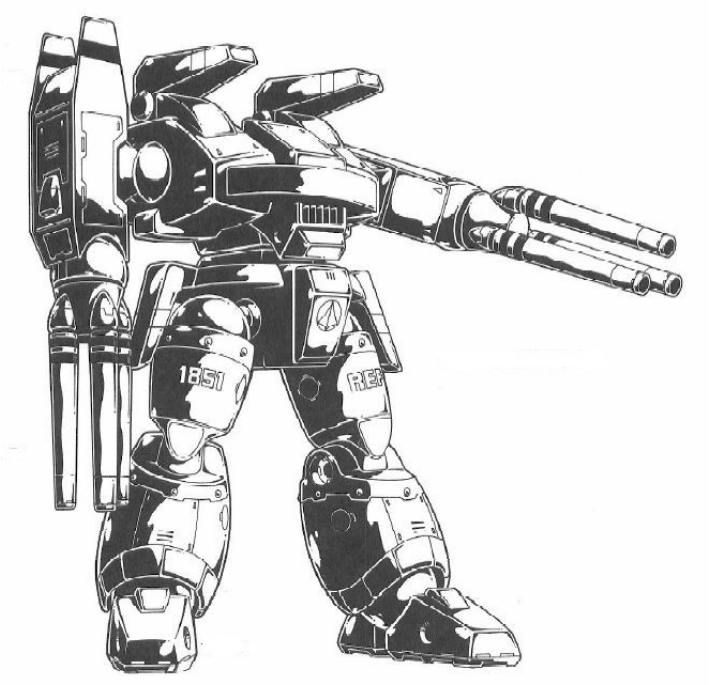
PBC-20 Cannon	Right Arm	20K	160	+1	20	U	Linked
PBC-20 Cannon	Left Arm	20K	160	+1	20	U	Linked
Missile Rack	Torso	7K	1200	+1	3	6	

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Magnetic Foot Locks, Extra Crew (+2)

Multipliers
Environmentals (Arctic, Space, Desert, Underwater), Verniers (2 Main Body, 9 each Leg)
Superheavy Hydraulics, Weight Inefficient, Bio-Energy Powerplant

Raider X Mk XI

COST: ??
Availability: ??



HEIGHT:
7.6m
WIDTH:
5.5m
LENGTH:
3.6m
WEIGHT:
17,000 kg

Mode	MV	Land MA	Fly MA
Destroid		-2	5 (250m/round) 0

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MH	16	16	MH	8	8
Right Arm		MS	5	5	HS	5	5

Left Arm	MS	5	5	HS	5	5
Right Leg	MW	7	7	MW	6	6
Left Leg	MW	7	7	MW	6	6

Thrusters	**Location**	**MA**
None		

Sensors	**Location**	**Kills**	**Sensors**	**Communications**
LH Class	Torso	2	20 km	1800 km

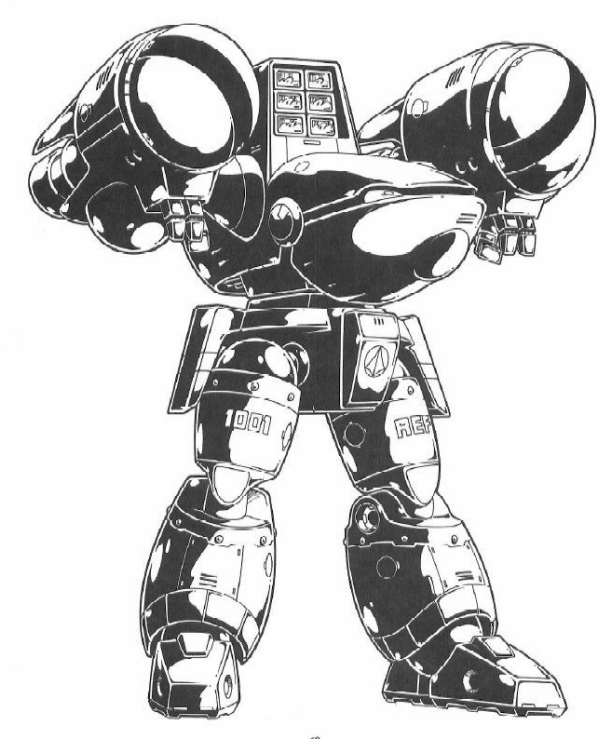
Weapon	**Location**	**DMG**	**Range**	**WA**	**Kills**	**Shots**	**Notes**
Tri-Barrel Gun	Right Arm	3K	256	+2	3	--	BV6, Linked
Tri-Barrel Gun	Left Arm	3K	256	+2	3	--	BV6, Linked
GR-100 Rack	Right Arm	3K	32	+1	4	18	CMV, Linked
Can fire volleys of up to 6							
GR-100 Rack	Left Arm	3K	32	+1	4	18	CMV, Linked
Can fire volleys of up to 6							
GRL Lasers	Torso	1K	1	+1	1	U	Anti Personnel, BV3

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Magnetic Foot Locks

Multipliers
Environmentals (Arctic, Space, Desert), Verniers (1 Main Body, 2 each Leg), Heavy Hydraulics

Spartan MK XIII

COST: ??
Availability: ??



HEIGHT:

8.6m

WIDTH:

6.1m

LENGTH:

5m

WEIGHT:

37,000 kg

Mode	MV	Land MA	Fly MA
Destroid	-2	5 (250m/round)	0

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MH	16	16	MH	8	8
Right Arm		MS	5	5	HS	5	5
Left Arm		MS	5	5	HS	5	5
Right Leg		MW	7	7	MW	6	6
Left Leg		MW	7	7	MW	6	6

Thrusters	Location	MA
None		

Sensors	Location	Kills	Sensors	Communications
LH Class	Torso	2	20 km	1800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Missile Pod	Right Arm	7K	1200	+1	9	20	Linked
Can fire volleys of up to 10							
Missile Pod	Left Arm	7K	1200	+1	9	20	Linked
Can fire volleys of up to 10							
GR-101 Rack	Torso	3K	32	+1	19	96	CMV
Can fire volleys of up to 24							

Optional Systems

Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Magnetic Foot Locks

Multipliers

Environmentals (Arctic, Space, Desert), Verniers (1 Main Body, 2 each Leg), Heavy Hydraulics

HWR-04 Tiger

COST: ?
Availability: ??

HEIGHT:
12.4m in battroid
WIDTH:
8.0m
LENGTH:
10.4m including cannons
WEIGHT:
50,500 kg

Mode	MV	Land MA	Fly MA
Destroid		-5	--

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	10	HS	5	5
Head		HS	5	5	MS	4	4
Right Arm		MS	5	5	HS	5	5
Left Arm		MS	5	5	HS	5	5
Right Leg		MS	5	5	HS	5	5
Left Leg		MS	5	5	HS	5	5

Thrusters	Location	MA
Jump Jets	Torso	2
Jump Jets	Right Leg	2
Jump Jets	Left Leg	2

Sensors	Location	Kills	Sensors	Communications
MS Class	Head	2	7 km	1000 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	2K	Melee	+0	1	U	Quick, Handy
PBC-21	Right Arm	20K					
PBC-21	Left Arm	20K					

DD-10 Rack	Torso	5K	?	+1	?	20	SRM

* May fire up to 10 at a time.

Shields
LH Class, DA -1, SP 7, Right Arm mounted, 12 binder slots
LH Class, DA -1, SP 7, Left Arm mounted, 12 binder slots

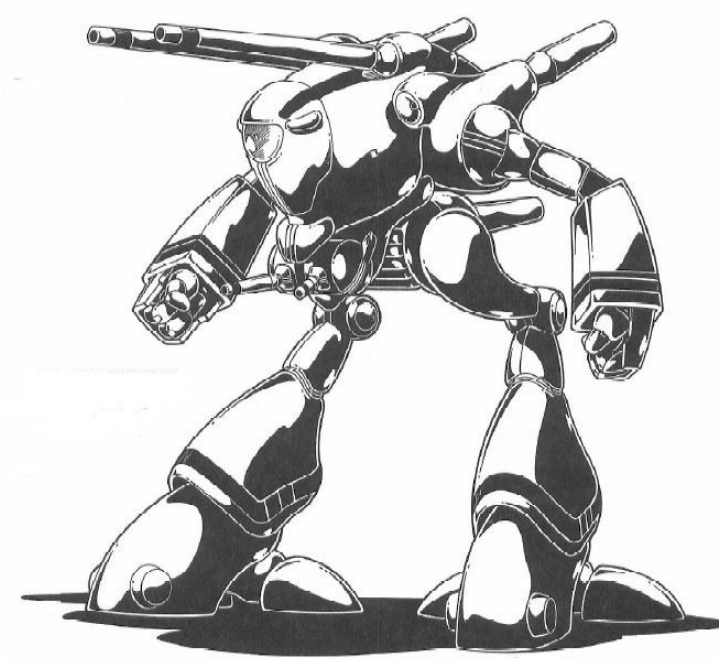
Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x3), Storage Module, Ejection Seat, Weapon Mount
Self Destruct, Combat Computer, Loudspeaker, Stereo, Resolution Enhance (8x), Chaff/Flare Dispenser

Multipliers
Environmentals (Arctic, Desert), Verniers (1 Main Body, 2 each Leg), Semi-Monocoque

Notes

TPB Z-1 Battle Pod

COST: ??
Availability: ??



HEIGHT:
7m
WIDTH:
4.3m
LENGTH:
4.5m
WEIGHT:
12,500 kg

Mode	MV	Land MA	Fly MA
Destroid	-2	5 (250m/round)	Mach 1

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MH	16	16	MH	8	8
Right Arm		MS	5	5	HS	5	5
Left Arm		MS	5	5	HS	5	5
Right Leg		MW	7	7	MW	6	6
Left Leg		MW	7	7	MW	6	6

Thrusters	Location	MA
None		

Sensors	Location	Kills	Sensors	Communications
LH Class	Torso	2	20 km	1800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	1K	Melee	+0	1	U	Quick, Handy
Particle Beam	Torso	7K	36	+1	7	U	Linked
Particle Beam	Torso	7K	36	+1	7	U	Linked
Laser	Torso	3K	24	+1	3	U	Linked
Laser	Torso	3K	24	+1	3	U	Linked
Autocannon	Torso	1K	12	+1	1	20	Anti-Personnel, BV4

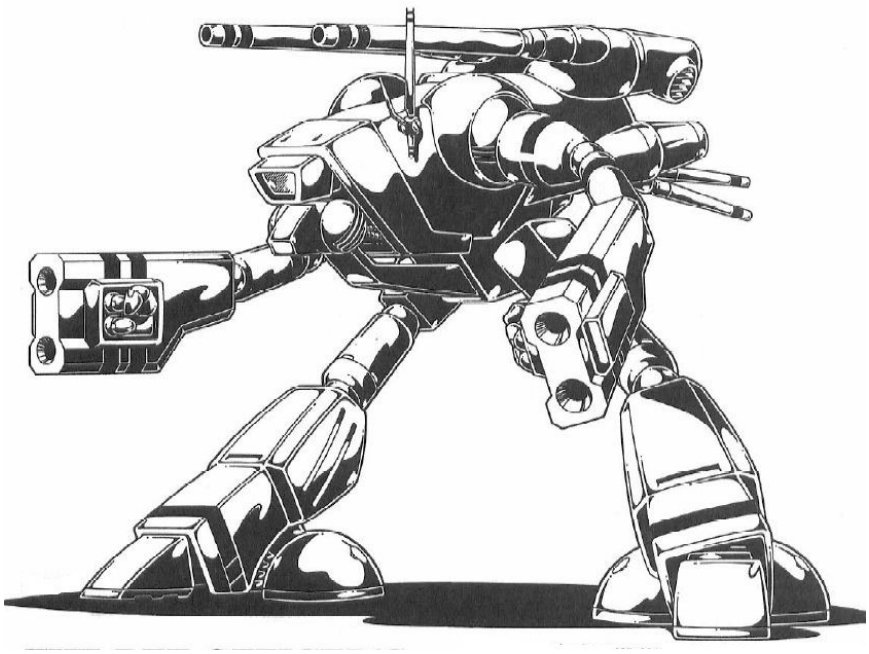
*Lasers are rear firing.

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Magnetic Foot Locks

Multipliers
Environmentals (Arctic, Space, Desert), Verniers (1 Main Body, 2 each Leg), Heavy Hydraulics

OBP Z-2 Officer's Pod

COST: ??
Availability: ??



HEIGHT:
8.05m
WIDTH:
4.6m
LENGTH:
6.1m
WEIGHT:
17,000 kg

Mode	MV	Land MA	Fly MA
Destroid	-2	5 (250m/round)	Mach 1

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MH	16	16	MH	8	8
Right Arm		MS	5	5	HS	5	5
Left Arm		MS	5	5	HS	5	5
Right Leg		MW	7	7	MW	6	6
Left Leg		MW	7	7	MW	6	6

Thrusters	Location	MA
None		

Sensors	Location	Kills	Sensors	Communications
LH Class	Torso	2	20 km	1800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	1K	Melee	+0	1	U	Quick, Handy
Particle Beam	Torso	7K	36	+1	7	U	Linked
Particle Beam	Torso	7K	36	+1	7	U	Linked
Particle Beam	R Arm	5K	24	+1	5	U	Mated
Autocannon	R Arm	1K	12	+1	1	50	Anti-Personnel, BV4
Particle Beam	L Arm	5K	24	+1	5	U	Mated
Autocannon	R Arm	1K	12	+1	1	50	Anti-Personnel, BV4
Impact Cannon	Torso	2K	12	+1	2	60	Linked
Impact Cannon	Torso	2K	12	+1	2	60	Linked

*Impact Cannons are rear firing.

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Magnetic Foot Locks

Multipliers
Environmentals (Arctic, Space, Desert), Verniers (1 Main Body, 2 each Leg), Heavy Hydraulics

Optional Weapon and Augment Systems

NP-BP-22 FAST PACK BOOSTERS

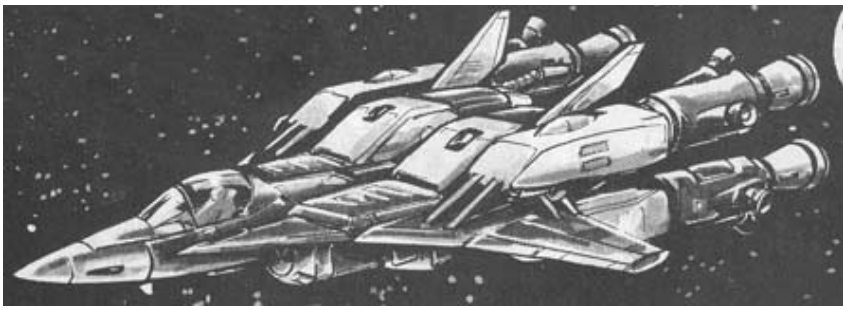
Military engineers for the RDF and REF decided to combine their expertise and develop an inexpensive booster for the VF-6. Design of the NP-BP-22 model FAST pack was finalized after only six months and greatly improved the combat radius of the VF-6. The design is reminiscent of the FAST PACK boosters for the VF-1; however, the VF-6 would mount four of the boosters units mounted in over/under mounts on each wing

which does provide the VF-6 with tremendous thrust and fuel reserves, but does not allow the mecha to transform out of fighter mode while the boosters are attached. The primary engine for each booster is a single Pratt & Whitney +EF-2020 providing 250 kN of primary thrust. Each engine is fueled with 6,000 liters of D_20 and with all four boosters a fully armed and fueled VF-6 has a maximum range of nearly 24 kps. To augment the firepower of the VF-6 while in fighter mode, each of the boosters have a MM-24 multi-missile system mounted on the front. Each launcher has twenty-four short range hammerhead missiles which can fire from four tubes on either side of the booster. Unfortunately, the inner launchers are partially blocked by the VF-6 structure and any missiles exiting those ports could hit the rear of the Alpha fighter. As a result, each booster can safely fire missiles in volleys of two; however in desperate situations, the pilot can override the safeties on the launcher and fire missiles from the inner two missile launching ports albeit at some risk to himself and the mecha.

The NP-BP-22 boosters were first delivered to the REF in October 2022 with approximately 2,000 booster units ultimately produced before the REF's departure in December of 2022.The introduction to the RDF occurred later that same year; however, with the departure of the REF the RDF was placed in a secondary role without a well-defined mission to the ASC which had already decided to replace the early model VF-6 veritechs with their own VF-8 “Logans” and VFH-10 ”AGACS”. In the years leading up to the 2nd Robotech War, the RDF stockpiled VF-6 veritechs and booster units on lunar depots. The RDF largely stayed out of space combat during the 2nd Robotech War and therefore booster mounted VF-6 did not see large-scale action at that time. At the conclusion of the 2nd Robotech War, the depots were resupplied albeit at a much-reduced rate.

The first and only large-scale deployment of the NP-BP-22 boosters occurred after the Invid invasion of Earth. By 2031 nearly 2,000 VF-6 fighters were deployed on the moon. RDF commanders in an effort to destroy the initial Invid beachhead on Earth launched a massive combined assault with Earth resistance groups. As few united Earth Forces capital ships survived the initial assault, the Lunar attack squadrons of Alpha fighters used NP-BP-22 boosters, in addition to larger FP-BP-01 multi-ship boosters, to travel between the moon to Earth. Unfortunately, the assault failed and less than 100 units escaped the Invid counter attack.

Meanwhile in deep space, the REF would use the NP-BP-22 on a more limited scale. For a majority of spaceborne operations REF capital ships would transport their VF-6 combat squadrons and engage the Invid either in low orbit or within several hundred kilometers of their base ships. However, REF Special Forces or long-range reconnaissance squadrons used the NP-BP-22 booster units on a regular basis. The NP-BP-22 was placed into a reserve role with the introduction of the VFB-12 “Beta” fighter, which provided similar fuel capabilities with the added benefit that the booster was now a heavy assault variable fighter, and saw little action after 2039.



NP-BP-22 FAST Pack

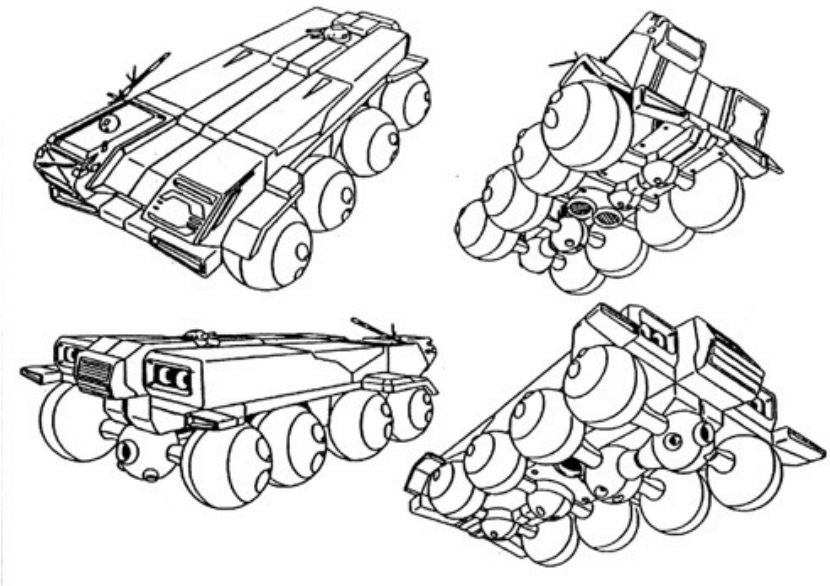
Overbooster (100 MA, +10 MA per turn)
MM-24: +1 WA, 3K, Range 32, 2 Kills, Payload 12
MM-24: +1 WA, 3K, Range 32, 2 Kills, Payload 12
Missiles can safely fire 1-2 per launcher; firing 3-4 will strike the VF on an attack roll of 1 or 2.

Conventional Vehicles

The RDF and REF still use many types of vehicles that are neither transformable nor capital ships.

Ground Mobile Unit

The GMU serves as a large mobile base of operations and command post for the REF. It is massive, with heavy armor and toting a very big cannon.



Length: 68.3m (224'); 74.6m (245') with cannon extended
Height: 23.2m (76'); 90m (131') with cannon extended
Width: 32m (105')
Weight: 1150 tons
Crew: 26 minimum operation, 36 full operation; 1 pilot, 1 military specialist copilot, 1 mecha pilot copilot, 1 military advisor, 4 communications officers, 7 medical officers, 2-4 mechanical engineers, 4 security officers, 1 field scientist, 4-12 additional personnel

depending on the mission; up to 144 troops in Cyclone armor; carries up to 10 additional passengers comfortably

Performance:

Ground: 336kph (210mph), functional speed varies on terrain

Flight, Atmosphere: 160kph (100mph) maximum altitude 152.2m (500')

Flight, Space: 1040kph (650mph)

Underwater: 160kph (100mph) or 64kph (40mph) along an ocean floor

Maximum Depth: 3.5km (2.2 miles) assuming Earth-like ocean

Weapons:

Main Laser Cannon: 4x 20K laser barrels

PBT-M2 Particle Beam: 20K

PBT-S1 Defense Particle Beam: 10K

LRM Launcher (x2): Payload 12 each

Troops:

48x Cyclones in the wheel units (8 per wheel)

96x infantry in CVR-3 armor

Mecha: 10 capacity or up to 250 tons of cargo

Standard Compliment: 2 Excalibur, 2 Raider-X, 2 Gladiator, 1 Spartan

Air Superiority Compliment: 2 Beta, 4 Alpha, 1 Raider-X or Spartan, 1 Excalibur or Gladiator

Capital Ships

With the exception of the SDF-1, the RDF used sub-light capable vessels, mostly for the purpose of defending the earth itself from the impending invasion. Once humanity began forming the REF, the need for "super dimensional" capable vessels meant that almost all REF vessels can perform space fold.

RDF capital ships use the same stats as their original Macross counterparts. The REF uses many vessels from Southern Cross and Mospeada and will have the same stats: Horizont, Garfish, Izumo, Tokugawa; however they all use bio-energy (protoculture).

REF: SDF-3 Pioneer, SDF-4 Izumo, SDF-6 Garfish, SDF-7 Tokugawa, SDF-8 Valivarre, Horizont, Shimakaze, Marathon, Ark Angel

Ark Angel

This is a lightly armed colony ship measuring 2570m and having a crew of 8500. It carries approximately 750,000 colonists.

SDF-3 Pioneer-class Super Dimensional Fortress

The SDF-3 Pioneer was primarily designed to be the flagship for the Terran expedition, named after the SDF-3 as the Pioneer Mission, to achieve a peace treaty with the Robotech Masters, or, alternatively, to ensure that the next Robotech War would be fought thousands of light-years away from Earth. As such, it would be necessary to open talks with the Tirolians. This would be difficult, since, according to Zentraedi descriptions, that race had become, after many centuries of war, prone to shoot first and sift through the wreckage later.

To approach the Masters, it was decided that the SDF-3 would have to appear as normal as possible to the Masters, at least until messages rather than weapon salvos were exchanged. Thus, the decision was made to model the exterior characteristics of the SDF-3 not on the rare Macross-class of battle-fortress, but on the Sian Dereta-class of improved monitor, a Border Fleet design. It was hoped the Masters would be more trusting of a ship they believed was under the command of some of their clone Triumvirates. The internals of the SDF-3 were however not based on the Border Fleet vessel, but were newly designed by the Robotech Defense Forces, to as advanced a technological standard as Earth was capable of. At that time, the technological standard of Earth was based on the Macross' systems, which had by now been mostly deciphered. The SDF-3 was first constructed with only a light exterior hull. Once completed, exterior hull plates scavenged from Zentraedi ships were mounted on the Pioneer, giving the ship an almost authentic exterior.

As designed, the central hull section, which served the same function as the central hull section of the Macross (although the Sian Dereta, and by extension the SDF-3, were not transformable in nature) was the smallest, most important and best shielded part of the ship. It was flanked by the two engine sections, which contained the reaction engines and most of the special equipment on the SDF-3. These three sections were all mounted behind the twin cannon booms, receiving additional protection. The two engine sections were themselves shielded by what were dubbed the 'outriggers' of the ship; large and heavily armored outer hull sections flanking the engine sections. These outriggers contained several laser turrets and long range sensors. On top of the SDF-3 was a conning tower, a rather low and stretched-out design compared with the conning tower of the refitted SDF-1 Macross. It contained the navigation bridge and several key sensor installations.

An unique feature of the Sian Dereta class were its twin Reflex Cannons. As the original Zentraedi vessel was designed for the Border Fleets, and thus to operate for extended periods without external maintenance, two Reflex Cannons were provided in order to save wear and tear on a single cannon by repeated firings. In addition, the two cannons could be fired in sequence, giving the Sian Dereta the power of two Monitors -- though only for one salvo as the ships could not recharge more than one cannon at a time. As a near copy of the Sian Dereta class, the Pioneer also carried twin Reflex Cannons. After the numerous, and at most inconvenient moments, failures of the single Reflex cannon on the SDF-1, this was another reason for the Terrans to choose the Sian Dereta template, as it would ensure that at least one cannon was operational. However, as the Tirolians found the advantages of twin cannons specious, so did the Terrans find that their new designs for Reflex cannons were more reliable and robust than expected, and later battlefortresses reverted again to a single Reflex Cannon.

As stated above, the capabilities and internal systems of the SDF-3 differed considerably of those of the Sian Dereta. The Reflex cannons on the Macross class were more powerful and smaller than those on the Sian Dereta, and the Macross-style Reflex cannon had to be slightly redesigned so as to conform to the resulting longer beam-generation area, as well as to the fact that the inner sections of the cannon booms no longer rotated. The additional space between each cannon and the outer shell was partly filled with four large particle beam cannons. These four were mounted in the outer forward corners of the cannon booms. Another six, for a total of ten, were mounted in the

normal Sian Dereta heavy weapon mountings; four on the engine pods and two in the dorsal main cannon booms. The ubiquitous Zentraedi laser turrets of the Sian Dereta were replaced with a Terrestrial two-barrel design, also used on the other ships of the fleet, with a higher rate of fire and a larger yield. The missile batteries too were fully Terran in design. In addition to this heavy weapons suite, about as powerful as on a Zentraedi Flagship, the SDF-3 carried 1330 Naval fighters, and had space for a large contingent of Planetary Forces troops and mecha. In effect, the SDF-3 combined the capabilities of the Tokugawa-class carrier version with those of the Tokugawa class landing ship version. Unfortunately, there was insufficient hangar space to allow the Planetary Forces mecha to operate from the SDF-3 as additions to the Fleet Air Arm group. The SDF-3 had one of the best balanced fighting groups in the Terran Robotech Forces, not to mention the most powerful.

The Pioneer was completed in December 2022, and soon folded for what was thought to be Tirol with most of the Home Fleet of that time. Upon defold in the Oort cloud of their target, the Pioneer left its obviously non-Tirolian fleet trailing behind and proceeded to the target planet. However, it soon became apparent that the target system was not Valivarre, and that the position of Tirol was still unknown. The Expeditionary Forces were then reinforced with the needed logistic train and personnel to sustain their search for at least a decade. This in effect created a mobile colony of humans and Zentraedi away from Earth, another reason for the large number of personnel transferred.

During the next seven years, the Pioneer was worked hard in the front lines of the Expeditionary Forces reconnaissance missions, and several times the ship was damaged in combat. In early 2029 she paid off for a nine month, long overdue, yard availability period for refit and modernization. However, it was discovered that repeated, multiple folds in combination with neglected action damage had caused tears and cracking in the primary structural hull members, and repair would last an additional nine months. It was during this period, with the most powerful Terran ship in dock, that the Robotech Masters arrived at Earth. Priority was then given to the ships that could be finished in time to contribute in the war, and the Pioneer was consequently not ready for action again until several months after the Invid invasion of Earth.

The military situation of that moment precluded the Pioneer from folding to Earth, and the battlefortress served as the core of the fleet that warred against the Invid in deep space. This lasted until 2043, when the Pioneer was refitted again and equipped with Shadow cloaking technology. In 2045 she folded from Space Station Equality to Earth, as the flagship for the final offensive against the Invid. however, she never arrived at her destination, and was listed several weeks later as missing. Several investigations in the performed refit, centering on the work on the fold engines, have been held, but none has given any conclusive answer as to what has become of her.

SDF-4 Izumo-class Battleship

The Izumo class ships are the most powerful ships in the REF's fleet, save for the SDF-3 itself. Each massive ship carries an enormous amount of crew, troops, mecha and weapons, including a Reflex Cannon. The idea behind the design was to create a powerful flagship mounting capital weapons to transport large amounts of troops, and to lead the REF's many smaller ships into battle, all of which the Izumo excels at.

The Izumo was largely based on the smaller Ikazuchi class carrier. The hull was substantially enlarged to allow a Reflex cannon to be installed. A pair of secondary weapons pods were added to the sides to carry a pair of enormous particle cannons and to act as shields to protect the main hull from side attacks. A third, smaller weapons and hanger pod was added to the lower hull of the ship. Surprisingly, the Izumo suffers from the same flaw as the Ikazuchi and Garfish class ships- a lack of Anti-Aircraft armament. This never proved to be too much of a problem, as the Izumo was usually at the center of the fleet, and therefore well-protected.

Hangar decks and crew spaces were distributed through the vessel, including several of the quick-launch bays first used on the Ikazuchis. However, there is a large main Horizont bay located in the lower body, capable of a high turn-around rate on the shuttles. There is no command citadel, though there is a conning tower that rises above the main hull, on which the CIC is located.

Due to the high cost and complexity of constructing these ships, only four of them were ever built. The first in the class, the Thunderer served as Admiral Reinhardt's flagship during the battle of the Reflex Point. While not actually involved in that battle, it was destroyed by the Invid super-luminal exodus. The Ark Royal and Hood also served in that battle. The Ark Royal was severely damaged by the Invid, and scrapped afterwards. The Hood survived, and remains in service with the Terran Navy. The last of the class, the Repulse did not serve in the battle. It remains in service with the Tirolian Navy.

SDF-7 Tokugawa-class Carrier

The Tokugawa class ships are amongst the most powerful ships of the REF fleet. The Tokugawa-class were some of the earliest ships created by the RDF, originally for the purpose of escorting the SDF-2 on the expeditionary mission to Tirol. With the destruction of the SDF-2, the Tokugawas were used for patrols throughout the solar system, and hunting down remaining Zentraedi ships still lurking within the solar system. With the completion of the SDF-3, the Tokugawa class ships were assigned to the REF mission.

The Tokugawa's primary asset is the huge amounts of mecha and crew it can carry. Three of the four ships were converted over to landing ships to carry the REF's ground forces into battle. Most notably, the Tokugawa lacked a heavy cannon armament like the SDF-3 or SDF-8. This was one of the main reasons why they were eventually replaced with the Ikazuchi and Izumo class ships.

A total of four Tokugawas were built, the Tokugawa, Hannibal, Marcus Antonius and Archangel. The REF sent the Hannibal back to Earth under the command of Major John Carpenter to rejoin the Southern Cross and aid them against the Robotech Masters. However, it was destroyed in a failed attack on the Master's fleet. A relief fleet lead by the Marcus Antonius was sent back to Earth by the REF under the command of Colonel Jonathan Wolff, arriving late in the Second Robotech War. It was later hijacked by the 15th ATAC, and sent back to Tirol loaded with refugees from the Master's motherships.

However, due to faulty fold drives, it had suffered severe stresses and was decommissioned. The Ark Angel became the flagship of the Sentinels after the destruction of the Farrago. It was later refitted with a Shadow Device and updated fold drives, and served in the Saturn Division. Later, the Ark Angel was used by Scott

Bernard, Vince and Jean Grant in their quest to find the Missing SDF-3. Finally, the Tokugawa was used by the REF loyalists during the REF Civil war as a fleet flagship. It was destroyed when it was rammed by Edward's flagship, the Xerxes, an Ikzauchi-class command carrier.

SDF-8 Valivarre-class Battleship

The Valivarre class appears at first sight to be a mixture of the SDF-3, a Nupetiet-Vergnitz Flagship and a Rineunadou Lojmeuean Monitor. The class is however modeled on the Seron Thoun class, a Border Fleet design built by the Robotech Empire from C.E. 1730 onwards.

The general hull form resembles that of the Zentraedi Flagship class, though it is of course far smaller. The aft section mounts an engine of the same modular design philosophy as the one mounted in the Flagship. Forward of the engine is the center part of the hull, with a command citadel (virtually identical to the citadel on the SDF-3) on top. To the sides are the two shoulders which mount the side bodies. Forward of the center section is the Reflex Cannon, which forms the foremost part of the ship. The main cannon has about the same firepower as the original Seron Thoun version, but incorporates many newer technologies first seen on the SDF-1 and is in fact more reliable than the original design, as well as smaller in size which frees up internal volume for other uses.

The two side bodies are, as in the original Border Fleet design, devoted to sensor installations. Each side body mounts four large 'horn' antenna and numerous sensor blisters. These sensors form the FTL sensor suite of the ship, capable of detecting folds within 20 to 30 lightyears. Also, the side bodies protect the engine and central sections from incoming broadside fire. In addition to the side bodies, three large sensor horns are mounted on the nose, and two large disk-shaped EM sensors are mounted on the lower ventral hull.

Internally, the Valivarre class is radically different from its Zentraedi template. As all former Zentraedi in the Earth forces are micronized, the internal arrangements of the class are redesigned to cater to the micronian size of its crew, and the smaller size of their mecha. Also, the technological level of the ships' systems is on par with that of the Sian Macross design, which is almost 200 years more advanced. As a result of the smaller size of many systems, there is room for an additional heavy cannon in the nose of the ship, and the consumable supplies are relatively larger as well. In addition, a high standard of comfort has been achieved in the crew quarters.

The aft section of the ship is the engineering area with the main engines, Reflex furnaces and the fold system. Centrally located in the ship are the administrative offices and the crew quarters, while the ship is directed from the command citadel. The forward part of the ship houses most of the heavy armaments and most of the mecha.

Shimakaze-class Battlecruiser

The Shimakaze class design started as an attempt to design a vessel that could replace three older ship classes in the Robotech Expeditionary Forces: the Tristar-class large cruisers, the Battle-class heavy cruisers, and the Garfish-class light scout cruisers. Although it was initially hoped that this could be achieved on a vessel roughly comparable in size to the Battle-class, this turned out to be impossible and the design

grew until it was larger than the Tristar-class, although still somewhat smaller than the Ikazuchi-class carriers. This growth meant that the Shimakaze-class would never be numerous enough to replace the many smaller vessels, but the design was eventually accepted as a more dedicated ship killer vessel meant to escort the Ikazuchi-class carriers.

The Shimakaze-class was designed with much of the modularity also used on the Garfish-class. The entire nose was designed as a bolt-on, stand-alone hull section, as was the lower central body section. This would have given the design an incredible flexibility, like the Garfish-class they were then still slated to replace. Similarly with the hull design, requirements were drawn up for armored cargo sections that could be delivered to planetary surfaces, but also beam and missile armed sections to give the class more firepower when used as fleet cruisers.

However, in 2029 the second of the new cruisers, the Icarus, was stolen in the course of the Edwards rebellion. When the vessel was retaken, she mounted a new design nose section with a new type of cannon, almost as powerful as a reflex cannon, but faster firing, more reliable and less voluminous. In short order this nose section was analyzed and copied, then became the standard section for all Shimakaze-class vessels. A large protoculture detector is most commonly mounted on the cargo-attachment underneath the hull.

The Shimakaze-class has a hexagonal hull, with two outriggers that mount engines, hangars and sensor systems. The forward section of the hull is detachable but as explained above, under the current operational fitting, always contains a synchro cannon. The lower aft part of the hull is open so that another specialized hull section can be attached there. The upper forward part of the fixed hull contains the heavy anti-ship cannons and the heavy missile launchers; underneath the missile magazine the Alpha hangars are located, with two quick-launch bays on each side of the hull. A command tower rises over the main hull, protected by the CIWS emplacements. The outriggers contain additional hangars for Beta fighters or other mecha, as well as additional sensor emplacements.

The proposed naming scheme for the Shimakaze class was for World War 2 era destroyers, a very numerous category of names which would have sufficed for the large production run envisioned for this class.

Although originally intended to replace three different ship classes and later to be the multi-purpose escort companion to the Ikazuchi-class carriers, the Shimakaze class turned out to be something of a white elephant during the attempts to dislodge the Invid from the Earth. Rather than with heavy warships, the Regis' Invid almost exclusively used massive suicide attacks from unarmed orbital carriers.

This made the existence of a ship class devoted to protect the carriers from heavy warships superfluous. The Ikazuchi-class carriers were considered capable of dealing with this threat themselves more efficiently, on account for their large number of defensive fighters, and their smaller but more numerous cannons, which were quite capable of dealing with the Invid Mollusk carriers.

As a consequence, production of the class was curtailed after the fifth unit, UES Scirocco. The sixth through tenth vessel had already been started, and the unfinished ships were stored near Tirol, but all other long-lead items were used for other ships or scrapped.

As related, the UES Icarus was stolen during the Edwards Rebellion. At that time the first of the class had not even been finished yet, but the basic design of the Shimakaze-class was proven in this conflict, when the UES Icarus destroyed the battleship UES Tokugawa with her new main cannon. The other ships of the class did not take part in this conflict, as they were still incomplete and the REF did not need to use unfinished ships to deal with the rebels. One consequence of this action though was the production of Synchro cannon forward modules for all Shimakaze class ships.

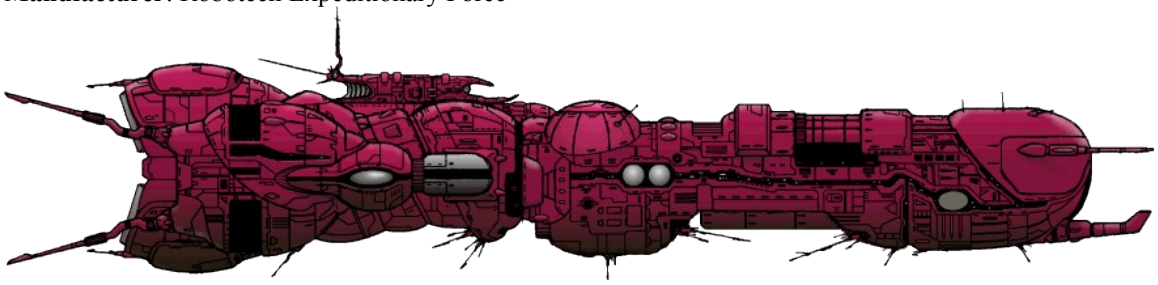
After the rebellion the nameship was completed and three more units entered service, typically serving as the escort squadron for the battlefortresses of the REF. During the final battle of the Third Robotech War, four of the five vessels of the class formed the Bombardment Group with the SDF-4 Liberator. The UES Icarus also gave sterling service in the first battles with Haydonite forces.

Capital Ship Profiles

?

SDF-3 Pioneer

COST: ?? CP
Manufacturer: Robotech Expeditionary Force



HEIGHT: 362.7m
WIDTH: 281.6m
LENGTH: 1622m
WEIGHT: 46,850,000 tons
CREW: 10,000 crew plus 3948 troops

Hull Class: Megaheavy+
KILLS: 6500
ARMOR: SP 110
SPACES: 65

MA: 20
Turn: +11
Crew Quality: B (14+1d10)

System	Kills	Range
MW Communications	200	15,000 km
AH Sensors	300	3,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Reflex Cannon (2)	FF	5000K	6,437,376	+3	2000	U
Wide Angle 33, Ultra Beam, Warmup 3, Clip 5						
Particle Cannon (10)	F	500K	804.762	+1	2000	U

Double Laser Turret (40)	A	100K	250,000	+1	100	U
Point Defense Railgun (8)	A	50K	123.597	+1	50	200
Point Defense Laser (8)	A	50K	123.597	+1	50	U
Strike Missile (12)	A	700K	6,437,376	+2	90	U
Warmup 2, Blast 15, 25K per missile						
LRM Launcher (14)	A	12K	127^2	+2	50	U

Mecha/Shuttle Compliment

VAF-6 Alpha	1330
AEW Planes	60
Destroids	940

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Self Destruct, Antigravity Drive
Life Support (32,000 for 12 years), Autofactory

Bays
Mecha: 30 bays
Crew: 2 bays
Cargo: 20 bays
Medical Bay: 1 bay
Repair Bay: 10 bays

Multipliers
Engines MA 20 (x0.5), Hyperspace Engine (x1.0), Crew Grade B (x0.6)

Programme: New style flagship of the REF, designed to resemble a Zentraedi ship.

SDF-3 Pioneer Mk II

COST: ?? CP
Manufacturer: ?

HEIGHT: 362.7m
WIDTH: 281.6m
LENGTH: 1622m
WEIGHT: 46,850,000 tons
CREW: 10,000 crew plus 3948 troops

Hull Class: Megaheavy+
KILLS: 6500
ARMOR: SP 110
SPACES: 65

MA: 20

Turn: +11
Crew Quality: B (14+1d10)

System	Kills	Range
MW Communications	200	15,000 km
AH Sensors	300	3,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Reflex Cannon (2)	FF	5000K	6,437,376	+3	2000	U
Wide Angle 33, Ultra Beam, Warmup 3, Clip 5						
Particle Cannon (10)	F	500K	804.762	+1	2000	U
Double Laser Turret (40)	A	100K	250,000	+1	100	U
Point Defense Railgun (8)	A	50K	123.597	+1	50	200
Point Defense Laser (8)	A	50K	123.597	+1	50	U
Strike Missile (12)	A	700K	6,437,376	+2	90	U
Warmup 2, Blast 15, 25K per missile						
LRM Launcher (14)	A	12K	127^2	+2	50	U

Mecha/Shuttle Compliment

VAF-6 Alpha	1330
AEW Planes	60
Destroids	940

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Self Destruct, Antigravity Drive
Life Support (32,000 for 12 years), Autofactory

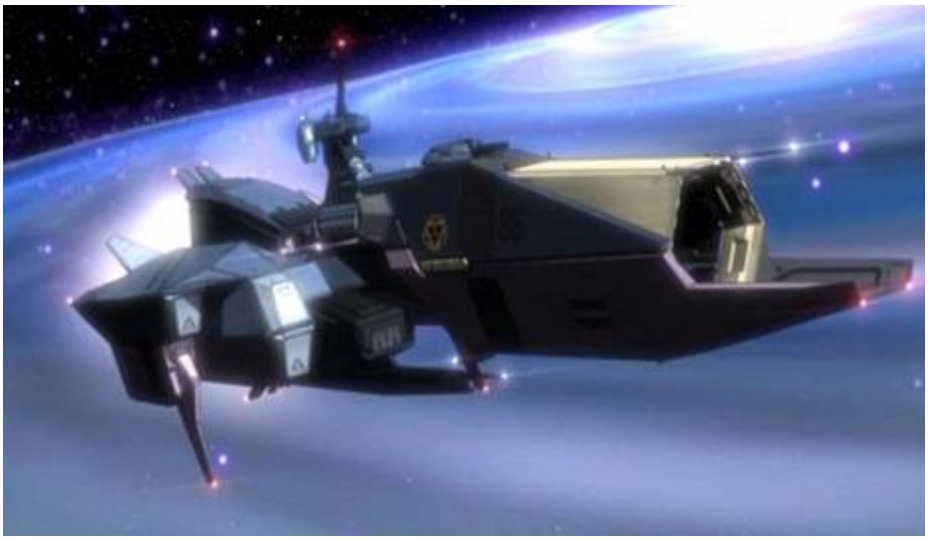
Bays
Mecha: 30 bays
Crew: 2 bays
Cargo: 20 bays
Medical Bay: 1 bay
Repair Bay: 10 bays

Multipliers
Engines MA 20 (x0.5), Hyperspace Engine (x1.0), Crew Grade B (x0.6)

Programme: Overhauled in 2043 when the original reflex cannons were destroyed by the Regent. Refitting mostly carried out by the Karbarrans.

Shimakaze-Class Battlecruiser

COST: ?? CP
Manufacturer: Robotech Expeditionary Force / Tirolian / Karbarran



HEIGHT: 100m main hull, 147m overall
WIDTH: 238m
LENGTH: 548m
WEIGHT: 528,450 tons
CREW: 450 crew and 300 air group

Hull Class: Medium Heavy
KILLS: 1600
ARMOR: SP 80
SPACES: 16

MA: 20
Turn: +8
Crew Quality: B (14+1d10)

System	Kills	Range
MW Communications	200	15,000 km
AH Sensors	300	3,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Synchro Cannon (1)	FF	4000K	6,437,376	+3	1500	U
Wide Beam 33, Warmup 1, Ultra Beam						
Particle Beam Cannon (1)	F	200K	6,437,376	+1	200	U
Strike Missile (30)	A	700K	6,437,376	+2	200	50
Warmup 2, Blast 15, 25K per missile						
Light Laser (5)	A	50K	123,597	+1	50	U

Mecha/Shuttle Compliment

VAF-6 Alpha	24
VFB-9 Beta	12
RC-4 Rabbit	2
Cyclone	450

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Self Destruct, Antigravity Drive
Life Support (2,000 for 1 year)

Bays
Mecha: 1 bay (65 mecha)
Crew: 1 bay (6400 crew)
Cargo: 1 bay (3200 tons)
Medical Bay: 1 bay (6400)
Repair Bay: 1 bay (65 mecha)

Multipliers
Engines MA 20 (x0.5), Hyperspace Engine (x1.0), Crew Grade B (x0.6)

Programme: Designed as a one-shot-one-kill fast battlecruiser as a dedicated ship killer. However with the Invid standard tactic of mass suicide ramming of scout mecha, this made the need of a battlecruiser unneeded and the line ended with only five of the ten started entering into service.

Chapter 7 – Earth Sectors

During the period of reconstruction after Space War I, many small city-states and nations emerge, not unlike feudal Europe. Some of these join as supporting partners in the UEG charter, while some rebel against the idea of a world government and either remain neutral or directly oppose the UEG.

After the Invid War, the UEG and RDF completely fall apart and the Armies of the Southern Cross have all either disbanded or been wiped out. By 2044, the only major military power left is the REF.

The only source of information on most of these lies within the Robotech RPG by Palladium books, and may or may not be accurate. For instance, the EBSIS seems to be another Kevinism, as their mecha are actually a combination of misidentified bioroids and Southern Cross battroids. However, the EBSIS is shown in the comics with their own unique mecha.

Given the large numbers of population and mecha, this information would pertain to the time period between the end of the First Robotech War and the beginning of the Third Robotech War (2014 to 2031).

Given how much of this only appears in the Palladium Robotech RPG, I cannot say for certain how accurate any of these places, such as the EBSIS, are.

North American Sector

Population: 40 million humans and 50,000 Zentraedi (95% micronized)

By far the strongest manufacturing, economic and military force in the Americas. The North American Sector is centered around Macross City in the Alaska region, controlling the western half, and New Detroit, controlling the eastern half.

Yellowstone

Yellowstone City is the primary training facilities and mecha production for the RDF.

New Albuquerque

Population: 280,000 humans and 2200 Zentraedi (100% micronized)

This city/RDF base oversees what was once Texas, Oklahoma, Nebraska, Colorado, Arkansas, Missouri and the western states that are now wasteland. Their technology is state of the art, and can support both the Yellowstone and Mexico bases.

Monument City

This city, on the border of Montana and Canada, is the main base for the Army of the Southern Cross.

York

Population: 18 million humans and 1,000 micronized Zentraedi in hiding

York is a self-proclaimed barony located on the old Ohio/Kentucky border, consisting of a large industrial community of approximately 18 million humans. York has a technological level equivalent to the US in the late 1980's. They harbor strong anti-Zentraedi sentiments (standing orders to kill on sight), and refuse to deal with the RDF and the UEG due to their intentions of micronizing the Zentraedi survivors and integrating them into human culture. Thus, they will meet both Zentraedi and RDF with open hostility.

While York does not possess much in the way of mecha, they do still have a strong military force consisting of 1200 tanks, 300 AAR-Recon II, as well as a huge selection of conventional vehicles. Their air force includes 60 Comanchero attack helicopters, 172 modified turbo fan jets and a variety of cargo planes and light assault helicopters.

York's main weakness is their lack of viable farmland, forcing them into limited trade with Quebec or the North American Sector for foodstuffs.

Arkansas Protectorate

Population: 5.7 million humans and 22,000 Zentraedi (variable micronized)

The Arkansas Protectorate is ruled by Zentraedi who are not part of the union, but they also stand against the Zentraedi Control Zone. This barony was conquered early on by Zentraedi, but the people of the barony accepted their rule on the condition that they would protect against other invasions by neighboring baronies and the RDF.

Quebec Quadrant

Population: 6 million humans and 8,000 Zentraedi (70% micronized)

This is a relatively pacifistic barony formed by the French speaking Canadian population. They have appointed Zentraedi as co-commanders of their armed forces, and maintain roughly 5,000 Regult pods as their standing army. They maintain an isolationist policy.

Quebec's technology is equal to the early 1980's, and possesses a satisfactory agricultural network to maintain their independence.

Cuban Quadrant

Cuba has been transformed into an industrial manufacturing center for the North American Sector. Their overall technology is similar to the late 1990's. The island hosts two small RDF outposts, one veritech squadron, one battalion of Excalibur and one each Daedelus and Prometheus carriers. This sector also covers Haiti, Jamaica, Puerto Rico and the Virgin Islands.

African Sector

The African Sector is populated mostly by nomads and primitive natives. Although the UEG has claimed this sector as a supporter, most of the people here are indifferent or actually support the idea of baronies.

Congo Quadrant
Population: approximately 250,000 macronized Zentraedi (unknown micronized)

This jungle area hosts a large number of militant anti-human Zentraedi rebels.

South American Sector

This is one of the few places on earth where nature has almost fully recovered from the Zentraedi assault. The jungles of Brazil are the hiding ground of a large number of Zentraedi rebels who use the dense jungle to stage guerilla attacks against the RDF and human baronies.

Brazilia Quadrant

This area is officially part of the UEG, and is being considered for a Southern Cross base. Most humans here live in small villages of no more than 200, living off the land like they have for centuries.

After the First Robotech War, Anatole Eli Leonard establishes himself first as the governor of Brazilia, then as a warlord leading his Army of the Southern Cross.

Argentine Quadrant
Population: 24 million humans and 220,000 Zentraedi (85% micronized)

This sector exists for the primary purpose of containing the Zentraedi Control Zone. Many other baronies help to supply the Argentine Sector, mostly because it is cheaper to help contain the Zentraedi rather than risk them becoming bored and attacking random baronies. Because of the close proximity to the Zentraedi Control Zone, this area is a hotbed of high-tech banditry and home to a large portion of the black market.

Argentine Desert

This two-thousand mile stretch of desert is abandoned by almost everyone.

Mexico Quadrant

If anything, the Zentraedi assault has helped to speed up modernization and industry in this area, bringing it up to 1970's technology.

Mexico City is a sprawling city of high tech industry, wealth, poverty, peasants, law and corruption. The black market here offers drugs, prostitution, slavery and all manner of evil. The city is also host to a major RDF base.

Freetown is a complete misnomer, growing up in the shadow of Mexico City, a place where the black market runs rampant. Anything can be bought there for a price.. weapons, drugs, information or even people.

Zentraedi Control Zone
Population: 9 million humans and 145,000 Zentraedi (65% micronized)

Not so much of a barony as a concentration of rebel Zentraedi forces in South America. At first the Zentraedi saw the native humans as little more than slaves,

however, after realizing humans had the capability to repair mecha, more and more humans were brought into the Zentraedi command. The Zentraedi are doomed to eventually fall, since each battle costs them a few more irreplaceable mecha while their enemies have a steady supply. One of the main reasons the RDF hasn't put the rebels down is the number of Zentraedi craft that have crashed in the region have many starship weapons still capable of firing, some that can reach orbital ranges.

E.B.S.I.S. (Eastern Bloc Soviet Independent States)
Population:

The Soviet Union and Eastern bloc nations suffered just as much as most other nations during the Zentraedi assault, however many of their major cities suffered only minor casualties: Leningrad, Moscow, Berlin and Warsaw. While their major metropolises survived, most of their farmland and industry were devastated. The E.B.S.I.S. consists of Russia, Germany and Poland. They have refused all offers to join the UEG, and actively solicit against the recreation of a one-government world.

Technologically, they are on par with the mid 1980's, with their manufacturing at about the 1960's. Remote rural areas sit about at a 1930's level.

The Soviet nation is potentially a bigger threat to the RDF than the Zentraedi Control Zone. While the Soviets lack the facilities or knowledge to manufacture mecha, they have become quiet adept at repairing those they acquire through the black market. Furthermore, they are recruiting any Zentraedi wishing to join. The Soviets have established several mecha retrieval groups throughout South America in the guise of high-tech bandits. A bounty of 100 million international credits has been offered on the black market for an undamaged fully functional VF unit.

The Soviets claim that their military power is needed to protect themselves as an independent nation, since they do not have RDF protection. In reality, they are planning on expanding their territory into the Chinese badlands, Indochina, Indonesia, the Philippines and then into South America.

Military Power
25 YVM-29 Blue Max
18 Excalibur units [+5 being reconditioned]
    7 fully functional
    11 with PBG but no missiles or Astra TZ-III clusters
53 Gladiator units [+8 being reconditioned]
    20 fully functional
    33 Type II-G with no weapons; replace 32mm grenade with 23mm autocannon (+0 WA, 1K, Range 24, Payload 24, 1 Kill)
38 Raider-X units [+15 being reconditioned]
    6 fully functional
    3 with optional laser armament
    29 Type II-X; replace Contraves with SA-7 SRM launchers (24 per arm)
7 Veritech Fighters
    7 VF-1A units; all are non-transformable battroids now
2804 Regult Tactical Pods
    900 fully functional units

1856 Type M with no weapons; add two linked GSh-23 autocannons (+0 WA, 1K, Range 5, BV 3, Payload 24, 1 Kill), two linked .50 cal machineguns and two linked 5.56mm machineguns

48 Type MH; same as Type M, but the cockpit is modified for a team of three humans (gunner, pilot and commander/communications)

310 Gluuhaug Regult Pods

50 fully functional units

260 Type MLA; same as Type M Regult but replace missile racks with SA-7 SRM (Payload 8 per rack)

30 Serauhaug Regult Pods

30 fully functional units (only a stockpile of 48 Zentraedi heavy assault missiles remain)

32 Del Regult Pods

32 fully functional units

50 Glaug Officer Pods

20 fully functional units

30 Type MO with no weapons; add heavy recoilless rifle in place of particle beam cannon, two linked GSh-23 autocannons in place of impact cannons (+0 WA, 1K, Range 5, BV 3, Payload 24, 1 Kill), and arms fire SA-7 SRM (Payload 6 per arm)

37 Nousdejul-ger Zentran Power Armor

17 fully functional units

20 without shoulder beam cannon

14 Queadlunn-Rau Meltran Power Armor

5 fully functional units

9 with no missile payloads

1 Theater Recon Scout Pod

48 Reentry Pod

24 fully functional units

24 no longer space worthy

1 CVS Iapetus (Daedelus prototype)

Refitted with all new weapons, but this unit is far more fragile than the RDF version (reduce armor SP and structure Kills to 2/3).

<u>Other</u>

MiG-29E Interceptor

MiG-25 Foxbat B Interceptor

MiG-23S Fighter

MiM-31 Karyovin

The Mikoyan Gurevich MiM-31 was designed in the early 1990's to replace both the Mig-29 air superiority fighter and the SU-39 ground attack bomber. The resultant fighter incorporated a new delta wing design with wing tipped veritech stabilizers and forward canard wings to provide agility at all altitudes and produce a fighter which was capable of flying head to head against any of the contemporary Western Alliance fighters, such as the F-16, F/A-18, and the F-15. The initial flight of the MiM-31 occurred on November 15 1991 and proved so successful that the Soviet Air Force ordered the MiM-31 into full production the following month.

The aircraft was designed around the massive 35mm GSH-35 gatling gun mounted underneath the main fuselage. This weapon is capable of punching through the armor of most tanks and provided the MiM-31 with fearsome air-to-ground capabilities. In addition to the GSH-35 cannon, the fighter is capable of mounting up to 8,400 kg of external ordinance, including precision laser or TV guided weaponry. The fighters air-to-air capability was provided by six wing hard points capable of mounting up to twelve short range AA-11 "Archer" or six long range AA-12 "Adder" missiles.

With the opening shots of the Global Civil War in January of 1992, the design team at Mikoyan Gurevich was pressured to bring the production lines of the MiM-31 up to wartime capacity. The first combat squadrons were formed in the summer of 1992 and immediately placed into combat. The MiM-31 showed that it had no equal in its ground attack role, capable of destroying entire units and possessing the speed to escape from any pursuit. For the first couple of months of the global conflict the Karyovin, proved to itself equal to all Western air superiority fighters; although, this parity was short lived as the MiM-31 was outclassed with the introduction of the F-203 Dragon II. Nevertheless, the design was sufficiently successful that the MiM-31 was produced in vast quantities, with almost 7,500 units produced in the Soviet Union and Allied Eastern Co-Prosperity States during the Global Civil War.

After the crash of the SDF-1 and subsequent end of the Global Civil War, the newly formed Eastern Block Soviet Independent States (EBSIS) were able to acquire key technologies from the crash site. This allowed EBSIS engineers provide the aircraft with advanced titanium alloys which provided greater protection from enemy weaponry and also resulted in new advanced turbojet designs with vastly improved fuel economy and thrust to weight ratios over the older models. The newly designed MiM-31B entered into production in 2010 and along with the S-37 "Berkut" was to be the EBSIS's primary frontline fighter for the next two decades.

For much of the First Robotech War, the MiM-31 saw little combat action, as the EBSIS tried to stay out of the battle; however, the bombardment of the Earth by Zentraedi forces in 2011 destroyed nearly 80% of the entire EBSIS Air Force. Although EBSIS industry was shattered by the bombardment, new models of the MiM-31 were rolling off the production lines outside the Ural Mountains six months later. In the interim years between the end of the First and beginning of the Second Robotech Wars, EBSIS provided equipment to almost every unaligned state outside the United Earth Government in addition to some malcontent Zentraedi groups. Although no MiM-31 are known to have been used directly by the Zentraedi, several mercenary groups based in the Merchant Republic of South America which fly MiM-31 are known to have been hired by renegade Zentreaedi. These missions on several occasions pitted the MiM-31 against VF-1 veritech fighters flown by the Robotech Defense Force (RDF), an encounter which the MiM-31 rarely won unless the odds were greater than 4 to 1 against the VF-1. By the beginning of the Second Robotech War, the EBSIS airforce had 2,100 MiM-31 of all models. As during the First Robotech War, during the conflict with the Robotech Masters EBSIS forces tried to stay on the sidelines to save themselves for the battle with the Armies of the Southern Cross (ASC) that they were sure to come at the war's conclusion. At the war's conclusion in August of 2030, the ASC were in such a depleted state that EBSIS had became the dominate power on the planet without a shot fired. On 1-March 2033 EBSIS forces crossed into Germany thus beginning the Second Global

Civil War. MiM-31's were among the first combat aircraft into United Earth Government airspace. EBSIS forces quickly established air-superiority and looked to lake over all of Europe; however their plans soon came undone, when the Invid attacked on 15-March 2033 routing most of the EBSIS forces and completely destroying all of their conventional aircraft.

YVM-29 Blue Max

The YVM-29 "Blue Max" was the Eastern Block Soviet Independent State's first, and some would argue most successful, attempt to create a variable fighter. In early 2005, as the UEG was putting out the call for bids on a new prototype variable fighter, it became apparent the the reinvigorate Soviet aircraft industries would be not be allowed to obtain little if any of the advanced alien "over-technology". Therefore, the Soviet air force decided that with the aid of their extensive spy network and the use of native technologies the EBSIS air wing would produce its own transforming fighter. The Mikoyan-Gurevich state aerospace industries was awarded the project code named "Blue-Max" on February 13, 2005.

For similar reasons as Grumman Corporation with the YVF-14, Mikoyan designers decided to modify a traditional airframe instead of building a new design from scratch. They chose the MIG-29 to start off from and installed the most advanced engines and electronics that the Soviet Empire could obtain. The new veritech was called the 'YVM-29' and was built in the typical rugged and durable Soviet fashion. Much of the plane uses designs "borrowed" from the Grumman team, to the point where the armor and the weapons load configurations for the YVM-29 and the YVF-14 are quite similar. Unfortunately for the Soviets, very little of the YVF-14 advanced electronics for battlefield surveillance and man-machine interface was able to be replicated. As a results, the Blue Max performance lags in both those areas. The first test flight of the YVM-29 was on August 17 2006, only 3 months after the Grumman team. The flight went flawlessly as the general staff was amazed at the maneuverability of the new machine. In all total some 25 YVM-29's were built. Although the plane was considered a success, the cost of each plane proved to be too much and the project was canceled in 2011.

The combat history proved the planes worth. Some 18 YVM-29's were sent against the Ukraine in the summer of 2008. These planes shot down some 50 conventional fighters, while only losing two. Of the remaining 23 fighters, 17 were destroyed on the ground during the Zentraedi "Rain of Death". The remaining six were maintained and upgraded through the end of the First and the Second Robotech War with stolen RDF, ASC, Zentraedi, and Robotech Master technology that EBISIS was able to obtain.

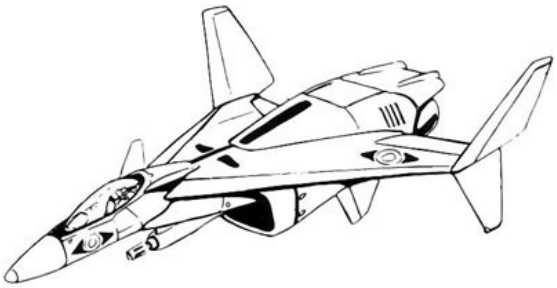
After the end of the Second Robotech War in August 2030, the ASC were in such a depleted state that EBSIS had became the dominate power without a shot fired. On May 13 2033, EBSIS forces crossed into Germany thus beginning the Second Global Civil War. The YVM-29's were among the first combat aircraft into UEG space meeting older VF series finally in combat. The updated 29's performed well against the more advanced ASC fighters; however three of the remaining six were shot down. Russian forces quickly established air-superiority and looked to take over all of Europe. However their plans soon came undone, when the Invid attacked two days later. Only a single

YVM-29 is believed to have survived the Invid invasion is currently with resistance fighters in North America.

EBSIS War Machine Profiles

MiM-31 Karyovin

Main conventional fighter of the EBSIS, built around the 30mm vulcan cannon. It saw use in the USSR from 1992 all the way up until the EBSIS was crushed during the Invid invasion.



Length: 16.5m
Width: 10.2m
Height: 6.6m
Weight: 17,000 kg (-A); 18,500 kg (-B)
Speed:
-A: 1100kph (Mach 0.9) at 10km; 1900kph (Mach 1.8) at 30km+
-B: 1300kph (Mach 1.05) at 10km; 2200kph (Mach 2.1) at 30km+
Crew: one
Weapons:
GHs-35-1: +0 WA, 1K, Range 5, BV4, 1 Kill, Clip 80
Two hardpoints under each wing (up to 8 IRM)
Four hardpoints on the fuselage (up to 8 IRM)
Flare/Chaff Dispenser (10/10 each)
1st Generation Active Stealth
Structure:
-A: 120 SDP, SP 15 armor
-B: 8 Kills, SP 4/4K armor

MiG-29 Fulcrum

Multi-role fighter used by the EBSIS during WWIII and before Space War I.

Length: 17.32m
Height: 4.73m
Wingspan: 11.32m
Weight: 15.32 tons
Speed: 2,445 kmph
Weapons:

GSh-30-1: +0 WA, Range 600m, 6d10 Hits, BV4, Ammo 100, 30 Hits,
Two hardpoints per wing
Two hardpoints on fuselage

YVM-29 Blue Max

COST: ?
Availability: 2006 - 2011; 25 units built

HEIGHT:

6.13m in gerwalk configuration.
4.2m in fighter configuration.

WIDTH:

15.5m in gerwalk or fighter configuration with wings at maximum extension.

LENGTH:

17.6m in gerwalk or fighter configuration

WEIGHT:

11,000kg

Mode	**MV**	**Land MA**	**Fly MA**
Gerwalk	-2	3 (150m/round)	24 (1200m/round)
Fighter	-3	0	32 (1600m/round)

Mach 2.5 at 10km; Mach 4 at 30km+

Maneuver Pool +0%

Servo	**Class**	**Kills**	**Spaces**	**Armor**	**SP**	**Kills**	
Main Body		STR	6	8	STR	3	3
Right Arm		STR	4	5	LW	2	2
Left Arm		STR	4	5	LW	2	2
Right Leg		STR	4	5	STR	3	3
Left Leg		STR	4	5	STR	3	3
Right Wing		LW	2	3	LW	2	2
Left Wing		LW	2	3	LW	2	2

Thrusters	Location	MA
Thruster	Right Leg	8
Thruster	Left Leg	8

Sensors	Location	Kills	Sensors	Communications
STR Class	Torso	1	4 km	800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	1K	Melee	+0	1	U	Quick, Handy
30mm Cannon	Torso	1K	5	+0	1	100	

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x2), Storage Module, Escape Pod
Micromanipulator (x3), Weapon Mount, Self Destruct, Combat Computer, Resolution Intensifier (4x)
Hardpoints (3 per Wing), Flare/Chaff Dispenser

Multipliers
Environmentals (Space, Re-entry, Desert), Verniers (1 Main Body, 2 each Leg)
Variable Fighter, Autopilot, Semi-monocoque, Autopilot, 1st Generation Active Stealth

Chapter 8 – The Flower of Life

For the enormity of its importance to our lives and economies, and for the shifting sands of fate it has blown across the surface of Earth for the last half-century, Protoculture is one of the most poorly-understood subjects one can broach. The lore of Protoculture, the plant it derived from, and the race that lived in symbiosis with that plant, is rife with myths, fancy, and outright untruths. It is the intent of this article to dispel some of these notions, and to explain - if only in a limited way - the complexities of Protoculture, the Invid, and the Flower of Life.

The extremity of the inter-relationship between these three topics makes it difficult to compartmentalize them for discussion, as none can truly be mentioned without reference to the others. However, I endeavor to do just that, beginning with the life-cycle of the Flower of Life itself.

According to the Sentinels comic series, the flower of life originated on earth and was transplanted to Optera by Haydon, which would explain why it grows so well on earth.

I. The Flower of Life

The Flower of Life is a plant indigenous to Optera; a swampy, wet world with a thick atmosphere that orbits the G2V star Tzuptum. It is one of a large order of flowering plants formerly indigenous to the planet, designated *fusiera*; so named because their ability to cause trace atoms in their environment to undergo nuclear fusion under limited conditions. Because of the defoliation of the planet ordered by the Robotech Masters, the only information we have of the other plant life on the world comes from Zor Derelda's own limited samples, taken during the initial survey of this world by the Tirolians. Because of this, the reasons that such a strange trait would have originally evolved, the biological purpose it served, and the selection pressures that led to it will forever remain mere

speculation. What is known is that application of this ability to crack the thick husk of seeds (see below) was probably not the original evolutionary purpose of this unique talent, but rather an opportunistic evolutionary pathway to use an existing trait for a new purpose - as a simple chemical reaction to shatter the husk would have sufficed. At this time, there is no scientific consensus on the subject, so I will not delve into it further here.

While little is known about the ancestral and related plants of the Flower of Life, this plant is reasonably well-understood. The Flower of Life a multi-staged organism, beginning its existence as a spore, carried by wind or water by a parasol-like sail. The spore is in fact a miniature clump of already-specialized cells, waiting to find fertile ground in which to take root. Most spores will not survive to grow, but those that do can thrive in a wide range of soils and humidity - though the plants thrive best in swampy terrain, but also do well in temperate climes with favorable rain and wet soil.

When the spore takes root in the ground, like a dandelion, or in water, where it grows more in the fashion of the lotus, the plant begins to grow. Thin green leaves sprout from a central stem which branches out into numerous fibrous limbs. The plant's energy and food supply comes from photosynthesis, and its photosynthetic organelles are almost identical to Earth's chloroplasts. The plant fares best in Tzuptum-like light, which explains the ability of the plant to survive so well on Earth when it does rather poorly on worlds lit by cooler red stars, or worlds with bluer suns with spectra rich in ultra-violet radiation.

As mentioned above, the plant's morphology depends upon the medium in which it grows. In water, the plant becomes a 'floater', with specialized roots and large flat leaves to keep the plant afloat. As it matures, the plant eventually becomes a tall spire of flower-studded vines, rising three to five meters above the water, with a root system that extends deep under the surface of the water to keep the plant upright. On ground, the plant develops fibrous stalks that center around a thick but soft trunk. The direction a plant takes once it sprouts from a spore is not completely fixed. If a plant that begins in water experiences drought conditions that cause its medium to dry up, or if it is taken from water and transplanted to land, it will soon begin to grow in a fashion identical to that it would have taken had it first taken root on land. A plant that grew on land, however, is limited in its ability to adapt to water should it get flooded - the only change in its growth is to develop specialized water-roots on those parts of the trunk and branches that lie underwater.

After a year of growth in either medium, the plant is ready to flower. Pink-and-white blooms begin to open up on numerous branches (the most common variety on Optera, and specifically bred by Zor himself, has flowers that grow in groups of three). Each flower has numerous stamens (usually five to ten) growing from the base of the flower and outside the petals, and a single pistil inside them. The plant is not self-pollinating; that is, the pollen from a flower's stamen can not fertilize a pistil on the same plant. Pollen is carried from plant to plant by a symbiotic species; in nature, the Invid serve in this capacity. The stamens themselves are prehensile, and are attracted to the approach of any warm-bodied organism, toward which they reach and upon which they rub their pollen. In addition to the need for another organism to carry the stamens' pollen, the pistil is non-

responsive to pollination until it is activated by pheromones released by its symbiotic pollinator.

Once pollinated, the pistil begins to swell, and the petals and stamens die and drop away from the bud. A fleshy fruit begins to form around the pistil, which grows larger into a thick-husked seed. Eventually this fruit drops free or is picked off the plant, and is consumed by one of many Opteran organisms. The seed's husk is very hard, because many of the organisms that consumed it on Optera - including the Invid - have very abrasive gizzards, and the husk has evolved so as not to be destroyed by the digestive action of even the most robust of gullets. The Invid consider it taboo for any other than their ruling caste to eat this fruit before it is completely matured.

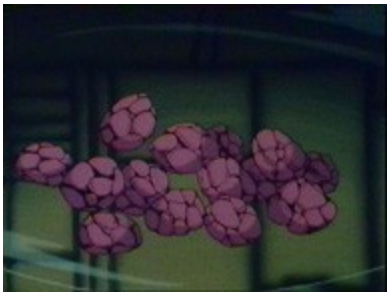
Eventually the seed is defecated by the animal that consumed by the fruit. It is at this stage that the most unique property of the Flower of Life becomes apparent. The seed's husk is very thick, in fact, and the digestive abrasion of the animal that consumed it helps weaken it somewhat. Still, it can not sprout without special measures. The seed is porous, can leech in minerals from its environment, and is invested during its growth on the flower by a reservoir of lithium, boron, and the rare isotope of hydrogen - deuterium - as well. To crack the thick but weakened hull of the seed, specialized organelles in the cells inside the seed cause nuclear fusion (in a process described below) of these stored and leeched minerals to occur. The energy released from this process provides the necessary heat to make the husk sufficiently brittle for it to break. The "organic fusion" action is the main mechanism the seed uses to shatter itself, but even, the process is uncertain. Fully a quarter of seeds will fail to germinate unless abraded by an animal's gizzard; with such abrasion, only a tenth fail to open.

Once the fertile seed germinates, it forms a sub-organism whose sole reason for existence is to produce spores, hence its name *sporofer*. After about three months of growth, the sporofer has developed into a tall shoot with vestigial flower-like growths at its apex, releases numerous new spores into the air, and then dies. The spores travel through the air, eventually taking root and beginning the process over again.

In water, the main flowering organism lives several decades before it finally dies after several seasons of bearing fertile fruit. On land, however, the plant continues to grow into a thick tree with a spherical clump of leaves atop it. Eventually, after about fifty seasons, the land-plant becomes sterile and, though it can continue to live for decades afterwards, will never again produce flower nor fruit.

Though the stages of harvested plants are usually deliberately isolated by the harvesters, in nature all stages can exist in a single location - plant, flower, fruit, pollen, spore, and sporofer. This was indeed the case in the ruins of the SDF-1's main reflex furnace when it was visited by the clone of Zor and the 15th ATAC of the Southern Cross in the final hours of the Second Robotech War.

II. Protoculture



It was the unique mechanism the seed used to shatter its husk that intrigued Zor Derelda upon his discovery of the plant, and made him decide to harness this energy for practical use. Indeed, the Tiresian terms for 'Protoculture' (*zorrlev're*) and 'Robotechnology' (*zorrlev'dri*) mean, literally, 'Zor's discovery' and 'Zor's science'. The Invid name, *opredti*, simply means 'power'.

The English term derives from a direct translation of the Tiresian term for an unprocessed crop of seeds of the Flower of Life, one of the chief prizes stored in the bowels of the SDF-1.

Protoculture is process by which energy is derived from the seeds of the Invid Flower of Life, when prevented by pressure from germinating. The energy is produced by a process of cold fusion of trace elements contained in a lithium- and deuterium-rich solution which permeates the seeds and their environs. In nature the strength of this reaction is limited by the natural abundances of the necessary isotopes, but in man-made situations, the solutions can be made far richer, depending upon the required rate of energy generation. A long and specialized protein chain (known as the fusor sequence) within specialized organelles in the seed's cells binds to the necessary reactants, and twists into a tight bundle which squeezes the lithium-6 and deuterium atoms into very close proximity. Being bosons (particles whose spins are an integer multiple of Planck's constant), the resultant atoms - compressed together - are not affected by the effective repulsion from the Pauli principle. Only the electrostatic barriers to fusion - the repulsion of the two positively-charged nuclei - need be overcome.

This solution, which also includes several seed-beneficent nutrients, is known as the Protoculture Matrix, but is often simply misnamed "Protoculture" - leading to the common and erroneous belief that Protoculture, in reality a process, is actually a substance that fuels mecha and generators. The Protoculture Matrix can be tailored to fit the intended application of the energy released in the "organic fusion" process. Maintained in bio-stasis, the seeds gradually surrender their stores of energy; the richer the lithium-deuterium solution, the quicker the depletion. For sustained energy, a moderately dilute solution and moderate pressure are needed. This is the basis for most civil and ship-board Protoculture generators. Ideally, because of the seed's enormous capacity for self-repair, this output could be maintained indefinitely so long as the needed reactants and nutrients in the solution are replenished. However, as the solution begins to accrue carbon and other waste elements from the fusion process, these waste materials bond together to form simple organic molecules, which build up in the seed itself and cannot be filtered out, allowing the seeds to receive nutrition sufficient to crack the slowly-weakened seed-husk and germinate. Thus, the sprouting sporofers of the Flower end up consuming the Matrix. The Masters actually considered the sporofers and the Flower parasitic - by consuming the Matrix, and without the Invid as pollinators to help fertilize the new growths that sprout in the containment vessels (or in the Masters' case, the ignorance of the need for the special pheromones to permit fertilization), the next generation of plants are effectively useless for the generation of energy.

On the other hand, some applications require a large amount of energy to be delivered in a short period of time. For this, an extremely rich solution of Matrix is required, and the seed must be held under extreme pressure. This approach is the basis of the Protoculture cell. This process is very effective for applications where the smallest possible generator is needed, though the cells only last a very short amount of time. Unlike the conditions in the more moderate generators, the furious pace of energy production by seeds in the rich Matrix and extreme pressure of a cell results in an inability for those self-same seeds to germinate. By the time most of the Matrix has been depleted, the seeds contained in the cell are dead.

In both cases, the energy of fusion is released in the form of energetic particles which are absorbed by the seed itself, causing the generation of heat. Useful energy is derived from these seeds by strong and efficient conduction of the heat from the seed to thermocouples, which convert the heat into electrical potentials and energy. Waste heat is shunted out of the generator and is virtually the only undesirable by-product of the Protoculture process. This is minimized because Tirolian materials technology was able to develop a thermocouple that operated at very close to the thermo-dynamical limit of efficiency - and this technology was adopted in full by every race that has ever used the seeds for energy, including the Invid themselves.

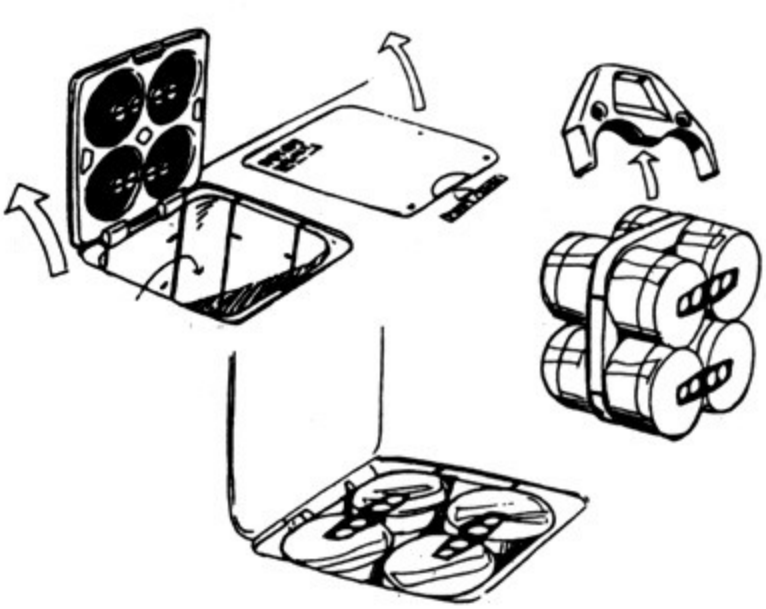
For the slow process of energy release by the generator method, the Matrix must be occasionally decanted and filtered of waste materials, and must be replenished by additional reactants for the fusion process. By careful filtering and replenishment of lithium and heavy water into the mix, the generator can last for many decades, until the seed cracks of its own accord and the sporofer begins to grow. As the seed inside a cell is expected to be killed by the energy-generation process, the Matrix inside a cell is made sufficiently rich in reactants that the cell's Matrix is almost depleted when the seed dies.

One other aspect of the Protoculture process requires mention at this point. The nature of fusion, and the energetic particles it releases, is such that it is very damaging to the structures of the cell in which it occurs. To combat this, and to preserve the seed's viability, the Flower of Life has evolved numerous self-repair mechanisms for the seed stage that compensate for the damage. Most important of these, at least for artificial applications, is a family of enzymes the Tirolians named "zhailoni" (designated on Earth "zylonases"). These enzymes are capable of dramatically increasing the rates of construction of proteins, accelerating the repair of damaged cells to such a degree that the cell will survive what would otherwise be lethal damage. However, extreme conditions (such as those in a power cell) can and will eventually cause damage that out-paces the seed's ability to repair itself, killing the seed.

III. Industrial Applications of Protoculture

A. Cells and Generators

The basic use of the Protoculture process in the two main modes of extracting usable energy are mentioned above. Both were developed by the Tirolians in the middle of our fourteenth century for commercial and military use, to provide as-yet undreamed-of levels of power for absolutely minimal mass, volume, and cost. Though technologies have improved upon both cell and generator since, the basic principles have remained the same, and in the case of the cell, the standards have been rigorously adhered to for all this time, increasing energy release rate and storage capacity without affecting backwards compatibility of the new cells with old engine designs.

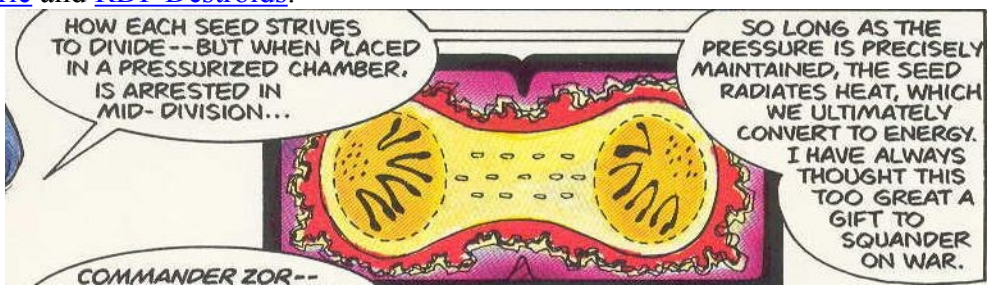


The cell was the most important design from a military standpoint. It permitted a war machine to bristle with thrusters and

beam guns to a degree greater than ever before, not only because of the increased power available to it, but also because much of the mass of more traditional generators could be eliminated. The Tirolians used the cell in all Zentraedi mecha (except the large shuttles and reconnaissance vehicles). Because Zentraedi mecha were considered expendable, this design feature allowed costs to be cut dramatically, but it also secured Zentraedi dependence on the Masters for a flow of Protoculture cells for their mecha - and with dependence came security from rebellion. Indeed, the need to power their mecha was a major problem for the "Disciples of Zor" (as the combined forces of culture-contaminated Zentraedi and their Ci'Vonian sponsors came to be called) and many of their military actions were simple raids on Protoculture cell storage facilities.

The Invid, on the other hand, were largely bereft of seeds of the Flower of Life - and were for many centuries unable to provide their own power. Like the "Disciples of Zor", the Invid also relied upon captured stocks of Protoculture to power their armies, and designed all their early mecha around the Tirolian standard cell. Even when they occupied Earth, the Invid continued to produce cells to power their older mecha, even though the Gamo and Gosu - the newest front-line mecha - used generators.

Despite the military importance of cells, they were rarely used for space vessels and installations, valuable mecha, or for any civilian applications. For these, generators of varying sizes and output rates were designed by Tirol, both for domestic use and export to colony and client worlds. The largest such generators powered the Zentraedi flagships and Tirolian mother-ships, while the smallest would provide energy to the Tirolians' Bioroids and, ultimately, Earth's first generation of Protoculture-powered vehicles, the Valkyrie and RDF Destroids.


HOW EACH SEED STRIVES TO DIVIDE--BUT WHEN PLACED IN A PRESSURIZED CHAMBER, IS ARRESTED IN MID-DIVISION...
SO LONG AS THE PRESSURE IS PRECISELY MAINTAINED, THE SEED RADIATES HEAT, WHICH WE ULTIMATELY CONVERT TO ENERGY. I HAVE ALWAYS THOUGHT THIS TOO GREAT A GIFT TO SQUANDER ON WAR.
COMMANDER ZOR--

Tirolian civilians also had generators, which provided energy to their cities - though small settlements would occasionally have a cell-powered power-plant until the settlement's size warranted a more permanent installation. Indeed, the current boom in cell use for personal vehicles and village power supplies on Earth that began in the years just prior to the dawn of the Second Robotech War represents an unprecedented change in the use of cells by non-military agencies, a change that is also beginning to be felt on Tirol and the worlds of the Sentinels Confederation.

B. Immortality, Cloning, and Giants of War

As important in the reshaping of Tirolian culture as the discovery of near-unlimited, clean, efficient, and light power supplies from the mere seeds of an alien plant, was the discovery of the myriad of uses for the zylonase family of enzymes in ambitious biological applications.

The first applications for these substances, which could be easily extracted from the Matrix of a Protoculture generator, was their use in life-extension treatments. Only slightly modified so as to affect terragen chromosomes instead of Opteran pseudosomes,

the zylonase enzymes could be injected into a person, and could effectively repair damage at the cellular level, preventing not only degenerative diseases and cancers, but could stop the aging process itself. Because the body's immune system would eventually break down the foreign enzymes, treatments would have to be repeated to maintain the anti-geriatric effect.

On early Imperial Tirol, one's access to these treatments depended entirely on one's status. The poorest of the poor, the rural and urban workers, were denied the treatment in all but the most serious of medical cases - and were never used to prolong life beyond natural limits, only to keep people relatively healthy until death. The plebs were more fortunate, having access to life-extensions of half a century or more, but only the wealthiest could receive the treatments available to the patricians - whose lives were doubled, sometimes tripled, by the treatment. Only the Robotech Elders, Masters, and the most essential of those in artificial societies they created for themselves on their mother-ships, were allowed effective immortality. This exclusivity was in part because of social castes, but was also as much a matter of economics - the zylonases were only present in small quantities in Protoculture Matrices, were extremely expensive, and were needed for more strategic applications, leaving only the richest and most powerful with access to them.

But Zor discovered another use for the zylonases: cloning and corporeal reconstruction. Tirol had long since had the technology to produce artificial organs and limbs by seeding a degradable plastic scaffolding that contains all the body's structures with pre-specialized cells. The cells eventually replace the scaffolding, and the limb or organ is fully formed. However, this process was tedious and was of only limited utility, namely medical reconstruction. With the extraction of the zylonases from the Protoculture matrix, this process could not only be sped up to a blinding pace, but could be applied to create new organisms entirely.

Combined with the Tirolians' expertise in genetic engineering, the Robotech Elders were able to create a society of clones that fit their rigid ideological standards, and surrounded themselves with these individuals, made in groups of identical triplets that possessed a limited empathic sense between members of the triad.

But the triumph of the Protoculture-cloning techniques was the race of giant warriors known as the Zentraedi. Constructed and programmed by the hundreds of billions during the Empire's history, the Zentraedi were not only built on modified scaffolding, but were built upon modified DNA, with sequences specialized for their giant size spliced into what are 'junk DNA' sequences for humans. Not only did the zylonase make the construction of these artificial Goliaths feasible, it permitted a process known as 'micronization' that could in a matter of hours create a new body for Zentraedi individual, of either human or giant size, and hard-wire into the new brain the neural connections of the original body. Indeed, it is likely that the Regis used this technique, if in a dramatically more advanced fashion, to create the humanoid Solugi.

C. Spore - The New Scourge

One of the newer, and less desirable, uses of the Flower of Life is the absorption as a drug through the digestive tract or mucus membranes of a chemical residue in the parasol of the spores of the Flower of Life. The substance, called on the streets by the unimaginative name 'spore', has numerous affinities to a chemical found in the fruit of the

Flower of Life (see below), but is far less toxic to humans. This chemical is a strong and highly addictive hallucinogen, though one should be skeptical of the claims that ingestion or inhalation of the substance causes any sort of paranormal prescience. This drug was discovered by individuals who noted that such reactions occasionally occurred when individuals inhaled dust made from desiccated spores, some of whom deliberately attempted to extract and concentrate the substance for illicit sale.

There is little fear that the fruits of the Flower will ever be used by humans in this fashion, considering their extreme toxicity. The pollen, on the other hand, possesses chemical agents similar to those in the fruit and the spores, but these agents are too weak to do more than cause a light euphoria. Though the long-term effects are unknown, it is legal to possess the pollen, and recently, several companies in India and Europe began to market incense made with the pollen.

IV. The Invid

As the natural symbiote of the Flower of Life, the Invid are involved with the plant's life-cycle at all stages, and derive all of their own sustenance from the plant.

Firstly, the Invid are both the natural pollinators of the Flower of Life and are the primary consumers of its fruit (and hence distributors of its seeds). Invid Workers (a caste of sterile females) wade among the flowers, where the prehensile stamens reach out and attach their pollen pods onto the Workers' skin, where the pollen adheres to the mucus all Invid excrete from their epidermis to prevent the sensitive flesh from drying. Carried about by the Workers, the pollen is then carried to other plants for fertilization. Furthermore, a scent gland in the Workers' genital canals releases the pheromones necessary to activate the pistils and make them receptive for fertilization. As part of their diet, all Invid consume the fruits of the flower, helping abrade the seeds and spread them over a wide area. The Invid, being a hive-oriented animal, also collectively protect, tend to, and harvest the plants to the benefit of both species.

In return, the Invid receive their nutrients from the plant, made from a mash of water and the fibrous pulp of plant matter - usually taken from leaves of the young plant or from the entirety of mature and sterile land-plants. Worker-caste Invid consume the plant matter, mixed with water, and the fibers are ground to a pulp in their gizzards. The workers then regurgitate the nutrient solution into a communal tub, where Invid of all other castes (except the Sub-queen) absorb it through both the skin and their limited intestinal tracts, and into a specialized bath for the hive's eternally-pregnant Sub-queen.

The Invid also receive narcotic effects from the fruits, which are - unlike the residue of the spores - lethally toxic to most non-Opteran animals. The pulp of the fruit is also metabolized by Drone-caste Invid into jellies that determine the caste of the Invid while still a larva. Each caste has its own specialized jelly except for the Warrior caste, which forms when a larva is fed no jelly at all, usually a circumstance which occurs when stress on a hive produces insufficient supplies of the Flower's fruits to be available to the hive. Indeed, the defoliation of Optera was so complete that many generations of Invid were almost entirely made up of the large, dull-witted, and violent Warrior, with only a few of the Worker, Drone, and sub-royalty castes remaining. Invid informants also claim that the fruit of the Flower of Life is extremely important in the spiritual life of the Invid, though tales of the paranormal powers granted by its consumption should be taken with a grain of salt.

V. The Race for the Flower

Though the general histories of the Robotech Wars - which might also be known as the "Wars of the Flower" - are widely known, many of the more fascinating details that relate to the role of the Flower of Life are not. If this section goes over material that is common knowledge, then, it is to merely set the context for the less oft-mentioned facts.

It is true that in Earth's year 1343 C.E., Zor Derelda discovered the Flower of Life and its unusual properties. He brought back some of his discoveries to Tirol, but, being an enterprising young man, withheld some of the information he possessed while he prepared the long and arcane forms for the patents he anticipated. For example: though the need for artificial pollination was known, the chemical activation required before fertilization was left out of his initial report. Realizing that transplantation of the Invid would be both impractical and unethical, Zor had already begun attempts to splice the genes for making the necessary pheromone into the atrophied defensive scent glands of the Cha-Cha, a domesticate of the Ci'Vonian trahl and a fairly popular pet animal in the empire at the time. Sadly for this clever idea, little eventually came of it until the REF recaptured Tirol from the Invid. Partly this was because engineering the necessary Invid-like behaviors into the Cha-Cha, whose natural ancestor was a predator of small animals and not a plant-pollinating herbivore, proved more difficult than Zor anticipated. But just as importantly, Zor had moved on to other things.

It seems that Zor wanted to keep the project secret until his financial stake in the new technology was secured. As he developed the gene-engineered Cha-Cha, later to be known as a Pollinator, Zor quickly developed (or bred - it is uncertain if this did not actually exist as a mutant strain on Optera) a variety of the Flower that would produce seeds whether pollinated or not, and these seeds could be used to derive energy, though no fertile sporofer would germinate from them. Furthermore, he re-engineered this "sporeless" strain, which is what he gave to the Masters to be marketed commercially throughout the Empire, to accept a new pheromone altogether, so that neither Invid nor the Pollinator on which he was working could fertilize it - only Zor held the key, and he kept the secret tightly to himself, writing cryptically in his encoded notes, "I have delved into this plant more than any man should have, but it still keeps my confidence in return for my confidentiality - I have made its secrets a part of me, and me a part of its secret".

As the large extracts of zylonase were used to develop the Zentraedi, and as these Zentraedi were used by the Robotech Elders to overthrow the Republic, Zor found himself in a bind. Though formerly racked with guilt for having concealed scientific knowledge to advance his own financial concerns, he was soon glad for his actions. Zor was ordered to seed large tracts of land on numerous colony worlds (the Flower did not grow well on Tirol as Valivarre's spectrum was too hard). Zor did as he was told, but used the sterile strain he'd developed. This decision was reinforced in Zor's mind when the Zentraedi defoliated Optera on the Elders' orders, and the Invid crusade against their attackers was launched. The Elders, oblivious to Zor's duplicity, attributed the difficulty of getting the flowers to produce fertile seeds to alien soils under alien suns, and Zor encouraged this delusion to his own benefit.

Though truly fertile seeds were never to return to Optera, or to leave Zor's hands, the less fertile variety was used for centuries as the Empire's main power source, and Zor used his unique 'knack' for coaxing fecundity from the plant on alien worlds as a means to bargain with Tirol's despots. But Zor's decision affected the Invid as well. Though they could not induce the modified "sporeless" variety Flowers to reproduce, if they captured a planet where the Flower had been seeded they could at least derive necessary sustenance and some energy from them for the many seasons that the plants lived.

Zor kept two things as his trump cards - the Pollinators, to which he returned in Earth's early twentieth century and which he completed shortly before his death, and the original unmodified plants. Torn with remorse over the wars his invention had caused, directly with the Invid, and more importantly indirectly between the Zentraedi who had remained loyal to the Elders and Masters against those that had defected to the descendants of the colonists Tirol had sent to Ci'Va, Zor decided to load the last truly fertile batch of the Flower into the reflex engines of the battlefortress he was assigned with which to carry out his seeding missions, and sent it away to a world he had learned of while perusing the records on Haydon IV, a world he determined was the original home of his own race, and who would presumably be sufficiently more advanced than his own people to make better use of his discovery. The world was Earth, and Zor was disastrously mistaken, as history has shown.

After Zor's death, and the confirmation that he had indeed sent the last batch of fertile Flowers to an alien world on the Macross, the Robotech Masters dispatched their Zentraedi armada in a hasty search for it. With the Zentraedi's demise, the Masters themselves abandoned their dying empire in search of Earth and the treasure Zor had hidden there.

However, research on the Flower had not stopped. As the Invid were in the process of inserting troops into the very capital of Tirol, an aging scientist of the Senatorial caste named Cabell - who had studied under Zor three centuries before - was closing in on the secret Zor had kept for so long. He finally figured out the purpose of the Pollinators that Zor had continued to breed in his lab even after he had made them useless for the commonly-seeded strains of the Flower. Armed with this knowledge, Cabell, on the unorthodox suggestion of an Earth scientist named Dr. Emil Lang, proceeded to break Zor's new pheromonal code - Zor's own pheromones - and to splice the required genes into a new generation of Pollinators. This discovery allowed the Robotech Expeditionary Force to permit the formerly infertile "sporeless" strain to germinate without the late Zor's wizardry, causing an immediate renaissance of Robotechnology among the Tirolians, displaced Terrans, and Sentinels, allowing them to beat the Protoculture-depleted armies of the Regent with ease. Since the REF's Flowers were the derivative strain made by Zor and used by the Robotech Empire, the term "second-generation Protoculture" arose to describe the energy made from seeds from the Imperial variety, as opposed to the 'first generation' made from the last unadulterated plants Zor had sent to Earth. Beyond the ability for the Imperial strain to produce infertile but energy-generating seeds, and the Imperial strain's new pheromonal code, there is no difference between the varieties, though they can not be hybridized with fertile results, as this creates an entirely new pheromonal key for pollination.

The "mutated" strains of the Flower have been seeded on Karbonarra, Spheris, Haydon IV, Peryton, Optera and Praxis; all of the worlds that the Invid were drawn to.

VI. Mecha Power

It is stated throughout Robotech that mecha powered by Protoculture develop a symbiotic bond between pilot and machine, allowing the pilot to control his mecha in part through sheer willpower. This explains in Robotech how the mecha can make such human-like motions and fine hand control. This is not sufficient to give mecha in Robotech the "thought control" system, but simply is used as a McGuffin to explain how they work so well.

VII. Children of the Shadow

In the Shadow Chronicles, it is revealed that the Haydonites fear the power of Protoculture, but it is never explained why. Furthermore, they destroyed the Invid's original homeworld, an unnamed planet, forcing them to relocate to Optera.

Chapter 9 – The Robotech Masters

The Robotech Masters fulfill the role that was played by the Protoculture in the original Macross saga (although their own history indicates they could have possibly come after the Protoculture themselves). They created much of the advanced technology in the story, they created the Zentraedi as their guardians, and they expanded out into the Tirolian Republic. This chapter covers the Tirolian people, their history, and their homeworld.

The Robotech Masters live on Tirol, the moon of Fantoma, a gas giant in the Valivarre star system.

In Robotech, there doesn't seem to be any emphasis on the Southern Cross version's information/decision/action or the unfettered/individualist rules, so they are ignored in Robotech. The fact they are triplets is because the flower of life grow in triplets.

Valivarre

Valivarre is a bright blue-white A6 dwarf, twice the mass of Earth's sun, and substantially hotter at the surface (8300 K). Valivarre is large, at 1.95 times the radius of Earth's sun, and puts out sixteen times the light; and a higher portion of that is in the ultra-violet than one sees at Earth. Analysis of the star indicates that it is a mere seven hundred and ninety million years old, and it is estimated that within thirty-five million years' time, Valivarre will become an orange K5 giant, destroying all life in the system.

Valivarre is located 1812 parsecs* from Earth, in the direction of the constellation of the Southern Cross (RA 12h4.2m, Dec -62.12), and was the center of a vast interstellar empire that, at its height, controlled fifty million cubic parsecs and more than a thousand inhabited worlds.

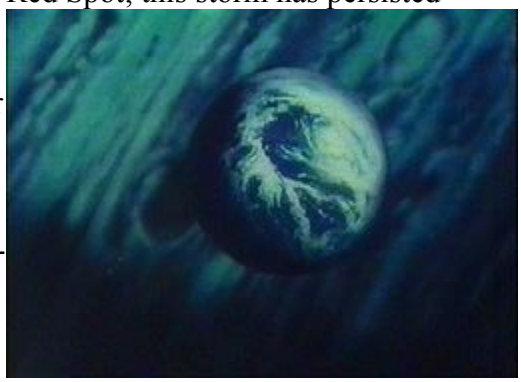
Valivarre is home to twelve planets. The first three are rocky, hot, inhospitable worlds, ranging in size from a tenth to nearly twice Earth's mass. The next five are gas giants, the inner two being similar to Jupiter and Saturn respectively, and the outer three more resembling Uranus and Neptune (ice giants). The outermost four worlds are composed largely of a mixture of rock and water and methane ice, larger analogs to the Uranian and Neptunian satellites, and Pluto.

* 1 parsec = 19,161,472,003,499.56 miles (30,837,400,000,000 km)

Fantoma

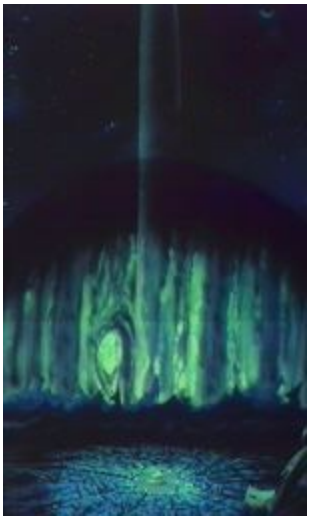
Fantoma is the fourth planet from Valivarre, orbiting every 2066 Terran days at a distance of 3.95 AU. At this distance, it receives approximately the same amount of radiative flux from its sun as does Earth, though the light is more in the blue and ultra-violet. Despite the fact that Valivarre is nearly twice Sol's radius, Valivarre subtends only a quarter of the solid angle on the sky at Fantoma as Sol does on Earth, due to the greater distance. Because Valivarre is bluer, and because of its smaller angular size, looking directly at Valivarre is several times more dangerous to the naked eye at Fantoma's orbit than looking directly at the Sun is at Earth's. Fantoma's axis of rotation is inclined 26 degrees from the orbital plane, and the planet possesses a formidable magnetic field. However, as Valivarre's solar wind is subsonic, Fantoma lacks the magnetosphere structure for which Jupiter and Earth are famous.

Fantoma is a gas giant, somewhat smaller than Jupiter, with a total mass 208 times that of Earth's, and a radius slightly more than ten times Earth's (64,930 km). With a rotation period of eleven hours and six minutes, the enormous coriolis forces drive the atmosphere into bands of high- and low-pressure zones (like on Jupiter and Saturn), and a large number of storms are visible. Most prominent is Yev'evle, a high-pressure region near the Fantoman equator similar to Jupiter's Great Red Spot; this storm has persisted throughout the full extent of Tirolian record-keeping. Furthermore, because of the far greater radiation input than on Jupiter, the atmosphere is far more dynamic and turbulent. Fantoma's atmosphere is composed largely of hydrogen, helium, methane, ammonia, water, and carbon dioxide, and as a whole the planet appears as varying bands of bluish-green and white.



A modest ring system encircles Fantoma, extending from 1.3 to 1.7 Fantoman radii, consisting mainly of rock fragments which range in size from dust to several meters in length. While clearly visible from the surface of its moons, these rings, which are inclined at most 0.2 degrees from the planet's plane of rotation, are not nearly so spectacular as those surrounding Saturn, but are still more impressive than Jupiter's. The most unique aspect of the Fantoman rings is the prevalence of magnetic monopoles amidst the dust in several of the middle rings; these particles have not been found in large quantities elsewhere in the Galaxy. It is possible that an object composed largely of monopolar matter passed too close to Fantoma and was torn apart by tidal gravity, and the fragments were incorporated into the ring system.

Fantoma is home to eight moons. The first two, Falcaro and Stonol, are small bodies of rock less than a couple percent of Earth's mass. Falcaro is extremely geologically active, as is Stonol to a lesser degree. This is due to the tidal pull of Tirol, which prevents these two moons from being phase-locked with Fantoma. The third moon, Tirol, is very nearly the size of Earth. Madrea, the fourth, is a modest moon a hundredth Earth's mass. The other moons, all further out than Madrea, are very small, at most 0.3% Earth's mass.



Tirol

The third moon of Fantoma, Tirol is the traditional seat of Tirolian civilization, though the Robotech Masters abandoned the surface centuries ago to dwell in their artificial clone societies aboard their orbital motherships, leaving the bulk of the populace on the planet below.

Tirol is a somewhat smaller planet than Earth, with only 61% of Earth's mass and 82% Earth's radius. Tirol is, on the whole, marginally denser than Earth (thanks to a larger core relative to the planet's size), and possesses a surface gravity 92% of Earth's. It orbits very close to Fantoma's equatorial plane at a distance of 2.4 Fantoman radii (157,711 km), completing a revolution every twelve hours and twenty-one minutes. Because of Fantoma's great size, and the small size of the other Fantoman moons, Tirol is phase-locked to Fantoma; that is, from Fantoma's perspective, Tirol always shows the same side to it.

The most prominent object in the Tirolian sky is Fantoma, subtending nearly 45 degrees in diameter. Eclipses of Valivarre by Fantoma are almost a daily occurrence on the Fantoma-ward side of the planet. Depending upon the season, Fantoma is visible even at noon. From Tirol's perspective, Fantoma never moves in the sky, and its position in the sky is entirely determined by the observer's location on Tirol. The phase-lock also means that Tirol's rotation period, or its day, is the same as its rotation period around Fantoma: namely, 12 hours, 21 minutes. Because Tirol's orbit slightly overtakes Fantoma's rotation, Fantoma appears to rotate retrograde (from Tirol's perspective), with a period of almost 110 hours, or nearly nine Tirolian days. Tirol's higher rotation period affects its weather significantly. The centrifugal force on the atmosphere is more than three times that on Earth, and the coriolis force nearly twice it. Weather patterns tend to be confined to smaller cells than one would expect on Earth, and much of the cloud cover and precipitation are at the lower latitudes.

Tirol has no detectable intrinsic magnetic field; even if it did, it would be dwarfed by Fantoma's contribution. Fantoma's field is, to good approximation, a well-aligned dipole, so its magnetic field lines are seen on Tirol as being virtually parallel to the planet's rotation axis. Despite the differences, two-dimensional compasses act similarly on the surface of Tirol as on the surface of Earth. The main effect is that Tirol sees intense aurora at all latitudes. The presence of debris from Fantoma's rings also makes meteor showers a frequent occurrence on Tirol.

Fully 32% of Tirol's surface is land, the majority of which is a single super-continent named Pae'rana centered on the sub-Fantoma point. A series of volcanic islands and several small sub-continents exist on the side of Tirol opposite Fantoma, but that half of the planet is almost entirely ocean. Tirol is somewhat tectonically active, as the other moons disturb the planet's phase-lock with Fantoma, but continental drift away from the supercontinent is relatively minimal, thanks to the Fantoman tides.

Much of Tirol is more arid than Earth, especially toward the center of the supercontinent Pae'rana, but the planet sees all the range of climes and ecological zones Earth does. Indeed, Pae'rana's ecological zones exist in large part in belts, according to latitude. At the highest latitudes are arctic and tundra zones, then a taiga-like forest belt. Lower in latitude are the grasslands, and below that the equatorial deserts and jungles.

Most of the Tirolian population lives in the grasslands and steppes, and on the coastlines of the more temperate zones.

The Tirolians

While Tirol's inhabited surface area is similar in size to Eurasia and Africa combined, its racial composition is dramatically more homogeneous than old world Earth. There are only three racial types, descending from Earth's Caucasians, Dravidians, and Mongoloids. From this fact, it can be surmised that the original humans transplanted to Tirol originated in the Near East and Central Asia. In the six millennia between the arrival of humans on Tirol and the advent of civilization across the planet, the Tirolian peoples fragmented into four major language families, and innumerable tribes and ethnic types. Eventually, by a process of attrition and cultural assimilation, Tirol's peoples began to consolidate, first into the great empires, then later into the major industrial nation-states. By the time of the advent of space travel in 652 C.E., only seven major languages were left, and four of those belonged to the 'Tzen' branch of the Orpelo-Sue'tonan language family. Increasingly, the dominant culture became that of the Tiresians, relative newcomers to Tirol's ethnic mix. The earliest appearance of the Tiresians in the planet's records dates back no further than 410 B.C.E., and they did not become prominent in world affairs almost until 360 C.E. By the emergence of the Robotech Empire in 1361 C.E., Tiresian culture and language had penetrated to every corner of the globe, as a consequence of their political and economic dominance. Today, most of the ancient cultures and peoples are diluted beyond recognition, and their unique facets have been relegated to family- and place-names, and regional festival costumes. A singular exception are the rugged and independent-minded mountain people of the Rilac region, who have kept their language and customs over the many centuries.

Tirolian culture, and by this one means Tiresian culture in particular, is very superior in its outlook. After a thousand years of being an interstellar power dominating hundreds of alien worlds and a thousand colonies of all sizes of their own, Tiresians grew to look upon themselves as the highest expression of civilization in the Galaxy. The maintenance of the ancient forms of government and the creation of monumental architecture became paramount in the Tirolians' priorities. The Robotech Elders and Masters were seen by many on Tirol as having abandoned their duties to the state, as they abandoned Tirol itself, but the Tirolian citizenry had neither the resources, power, or will to challenge the Empire.

Tirol's myriad of pre-industrial cultures produced a flowering of mythic and religious literature over the millennia, though all share a common thread. In the variant of the myth the Tiresians inherited, the Tirolians were originally created by the supreme god Var'e, a solar deity representing both creation and destruction. Eventually, Var'e's domain was invaded by the supreme evil entity in their mythos, called Adoyn'de, and the Tirolian race was abducted by a race of demonic dragon-like creatures called the P'tok, of which Adoyn'de was king. Brought down from Heaven as slaves of the P'tok, Tirolians eventually overthrew their masters with the help of the intercessory deity Fanto, in his first incarnation, Zor'de. Fanto's third incarnation, Lanack, is said to have been born

nearly six thousand years later, and to have taught the Tirolians the arts of civilization, after waging a century-long war against an evil king.

Eventually, the Fanto cults evolved into a number of national and sectarian deities, from which several major universalist philosophic religious systems emerged. These belief systems, however, died at the hands of the secularism of the early interstellar republics. In the following centuries, Tiresian philosophical thought, the dominant form, dwelt more on civic duty, familial obligations, and public morals than on transcendental or theological concerns.

Tirol's History

A. Prehistory

Life clearly did not find its origins on Tirol. Valivarre is too young a star, scientists suggest, for life to have formed on the worlds that orbit it. Similarly, DNA sequences from other worlds in the quadrant indicate that life on those worlds, in part or in whole, shares a common ancestry with that on Tirol.

Evidence is beginning to suggest that the Tirolians are the third civilized species to have inhabited the planet. The first occupation period, dating 114 million years ago, appears to coincide with the enormously widespread colonization of worlds by an unknown, long extinct race dubbed the 'Seeders'. This race, of whom no artifact has survived the vast eons, appears to have settled hundreds of planets in the quadrant before their demise. Because of stellar dispersion, it is impossible to know (without surveying the entire Galaxy) how large their sphere of influence once was, though estimates place it on upwards of a thirty thousand inhabited planets. On some worlds, it appears they only introduced new life to pre-existing ecosystems. Others (such as Tirol) appear to have been completely terraformed, and all their life transplanted from elsewhere. In the more than one hundred million years since life was seeded on Tirol, however, the planet has developed its own unique species and ecosystems, as evolution took its course. The life brought to Tirol has long since adapted to its climate, and to its bizarre day, night, and eclipse cycles.

The second alien occupation period appears to have been a mere 15,000 years ago, when a second race, dubbed the 'Settlers', established a small colony on Tirol. Little is known about this race as well, other than that they brought more lifeforms from other worlds and deposited them onto Tirol, Praxis, and elsewhere. Most important of the races brought by the 'Settlers' to these planets were, of course, humans from Earth. Few 'Settler' sites have ever been unearthed, and those that have been found have revealed little; Tirol appears to have been a small backwater colony, possibly agricultural in nature. In any case, the population of 'Settlers' on Tirol seems to have never exceeded six thousand in small, dispersed settlements. The 'Settlers' apparently used cremation in their burial rites, and no confirmed reports of their skeletons have ever been found - though human remains are often associated with 'Settler' occupation sites. It is a possibility that a Tirolian racial memory of this race formed the core of the myths relating to the P'tok.

Sometime around 14,000 years ago, not long after the humans were brought to Tirol, all traces of the 'Settlers' vanish - with indications that their settlements were destroyed by violence - and the humans transplanted to this distant planet began their long reign as the unchallenged masters of this world.

The first Tirolian civilizations began to appear approximately 6500 B.C.E., in the Dev'er and Relav river valleys, with three other complex urban cultures springing up within the next millennium. Writing appears to have been developed in the Dev'er city-states approximately 5800 B.C.E., and independently again in the Relav and Tonvella cultures within five centuries of that. Much of Tirolian civilization can be traced to these earliest cultures, though all were eventually conquered by successive waves of later tribes.

B. Pre-Industrial

Tirol's pre-industrial history is long and complex, and, owing to limited translations available to Terran historians, is not as widely understood as one might like. The primary cultural continuum that led to the Tiresian culture began with Dev'eria. Though this region's political centers were conquered and destroyed by successive waves of barbarians over the millennia, the newcomers invariably adopted the Dev'er culture. This insured that it remained culturally intact until 1200 B.C.E, when it was finally destroyed by a nation of tribesmen influenced by their society, the Tettelians. In the prior centuries, however, the Forasi city-states emerged, and though culturally distinct from the Dev'er, many of the religious, technical, and scientific achievements of the De'ver were imported. Following on the heels of the Forasi were the Ein'liba, whose drive and martial ambition caused them to build a vast empire that reached its height by 721 B.C.E.; the Forasi were conquered and their culture adopted to a great extent by the Ein'liba. Waves of barbarian invasions, incessant warfare against the various dynasties ruling Tettelia, and economic problems eventually toppled the Ein'liba by 301 B.C.E. Northwestern Pae'rana then entered into something of a dark age, from which the modern cultures of Su'tone, the backwater southern coastal regions of the old Ein'liba empire, eventually emerged after their long intellectual slumber. Among the nationalities that emerged in this region were the Tiresians, descendants of barbarians who had pressed upon the Ein'liba empire centuries before. By 360 C.E., the Tiresians had emerged as one of the most powerful nations in the Su'tone region, and were expanding their influence eastward into Orpelae.

C. Industrial

Technology advanced at an impressive pace during the fifth through seventh centuries C.E. in Su'tone, fueled by population growth and economic development. During this era, the peoples of Su'tone began to aggressively expand, colonizing much of Pae'rana and displacing and dominating the indigenous peoples and cultures.

Nevertheless, the aggressive competition between the Su'tonean nations led to several devastating world wars, the third of which ushered in nuclear weaponry. A reluctant participant in the last one, Tiresia nonetheless emerged as the sole major world power, with the might to impose its will, if necessary, on any part of the planet.

Tiresia and the other Su'tonean nations took the lead in technology, though it was Rilac that first entered space. The space era began slowly for Tirol, but by the early 800's C.E., a permanent presence was established on Fantoma's more stable moons, and after two centuries, the Tirolians had established colonies in orbit around or on the surface of many of the worlds and moons in their star system. By the discovery of fold technology, fully ten percent of the Tirolian race lived off-planet.

D. Interstellar Republic

Deteriorating social and economic conditions in the decades after the first fold-capable ships were launched led to a mass exodus of Tirolians. Foremost of the egress to

the new interstellar colonies were those not of the Tiresian culture (which had been adopted by most of the Su'tone peoples, thanks to the vastly successful economic trade bloc the region had formed). The largest single colony was Ci'Va, initially settled by Rilacians after their homeland had been devastated by civil war and famine for nearly a century. Within two centuries, Ci'Va was the largest Tirolian colony, and a major trading and industrial center, second only to Tirol itself.

Eventually the disturbances on Tirol itself subsided, and under the lead of the Tiresians, Tirol unified into a more or less homogeneous republic in 1166 C.E. Colonization of other worlds proceeded with great haste, aided by advances in fold technology and a huge increase in the population's growth rate.

Improvements in fold-engines, though still limited by modern standards, led to a thriving interstellar trade. At first, the core of the Interstellar Republic supplied the colonies, but soon they began to develop industries and resources of their own, and began to trade among themselves, and to deliver agricultural goods back to Tirol.

During the exploration of the quadrant, the Tirolians encountered their first civilized alien species. The most important of the peoples encountered were the Karbarrans. A race of bear-like creatures, the Karbarrans had developed a credible presence in space on their own, without the benefit of FTL ships. However, though Karbarra's fantastic industrial capacity dwarfed even Tirol's, pressures due to population and pollution were straining Karbarra's viability. The Tirolian Interstellar Republic and the Karbarran Hegemony concluded a comprehensive and amicable trade agreement, with Tirol providing fold technology, monopoly mining rights, and foodstuffs in exchange for Karbarran industrial expertise, biotechnology, and innumerable products, such as Sekitan ore. Relations between Karbarra and Tirol were generally favorable for the next two centuries.

The Tirolians also encountered their first enemies in space during this period as well. A half-dozen minor wars were fought in the Republican epoch against the Perytonians, and a major war was fought by Tirol and Karbarra in 1274-1306 C.E. against the V'loxia, a dragon-like people whose borders included a hundred inhabited worlds. The conflict was costly and terrible, and ended with the extinction of the V'loxia. The Karbarrans were appalled by the genocide of the V'loxia at the hands of the Tirolians, and this rift began a downward spiral in these two worlds' relations that led to Karbarra severing ties to Tirol proper in 1339 C.E., and the entire Interstellar Republic three years later. Karbarra then aligned itself with the autonomous Tirolian Republic of Ci'Vonia, which, by this time, controlled a dozen planets (centered on Ci'Va) and stood to benefit enormously from the larger market for its foodstuffs and products. What had been a centuries-long friendship between Tirol and Karbarra quickly evolved into an armed stand-off. Tirol began to suffer an energy crisis, as Karbarran Sekitan, a deuterium-rich ore widely used for fueling most fusion reactors of the time, became generally unavailable. This embargo forced Tirol to return to older and more inefficient methods of acquiring the choice nuclear fuels.

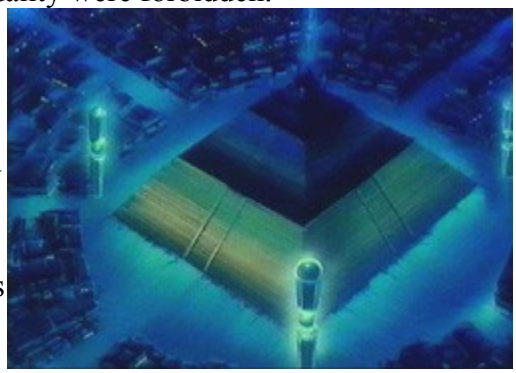
Exploration vessels led the expansion into space, and charted hundreds of new worlds. The culmination of these missions occurred when Zor Derelda, a young Tiresian project scientist assigned to a deep-space survey team, discovered the planet Optera and its unique lifeforms. The discovery of protoculture, as a power source and as a catalyst for cloning, produced nothing less than a revolution in Tirolian technology, and soon, a

revolution in the political sphere as well. The loss of Sekitan now proved advantageous to the Tirolians, as the replenishment of the protoculture matrix required large amounts of heavy water to be extracted from Tirol's (and its colonies') oceans - a technology Tirol had to revive and master after they lost the Karbarran ore.

However, it was not in power production that protoculture's discovery caused the most radical changes to Tirolian society. Rather, protoculture's ability to accelerate cloning and to repair cellular damage was what ultimately reshaped Tirolian culture. Tirolian biotechnology was already extremely advanced at this time, thanks in part to the ground-breaking research in the field pioneered by their former Karbarran friends. But soon, ambitious life-extension projects made the aristocracy virtually immortal, genetically improved grains and farm animals were spread all over the empire, custom genes introduced the entire spectrum of color into Tirolian eyes and hair. But most ominously, entire races of clones were created, biologically and socially conditioned into a condition of servitude. The first of them, a race of ten-meter tall warriors bred for combat, was called the Zentraedi.

E. Robotech Empire

The Zentraedi were developed in 1355 C.E. at the behest of the Tirolian Senate by Tirol's most powerful bloc of scientists - a group of ideologues calling themselves the Robotech Masters (Zorrlev'dra Gisterae). Founded by a set of identical triplets calling themselves the Robotech Elders (Zorrlev'dra Ertulve), and obsessed by the numerology of threes, the Robotech Masters set about using the cloning technologies to create what was, in their view, the perfect society - a race of triplets acting in concert for the good of the race, where emotional expression and individuality were forbidden.



Though the Zentraedi were nominally under the control of the Senate, the real control lay in the hands of the Robotech Elders. When word of the Robotech Elders' eugenics experiments broke, the Tirolian people, especially the patrician classes, were aghast. The Elders were ordered to immediately cease their experiments by the Senate. In response, the Elders called in the Zentraedi and seized control of Tirol in 1361 C.E., disbanding the Senate and quickly destroying the Tirolian military. In the Great Hall of Tiresia, as the Senate - under house arrest - watched, the Robotech Empire was proclaimed into existence. The homeworld securely in their hands, the Robotech Elders began to set about establishing control over all the worlds in the now-defunct Interstellar Republic.

The first crisis facing the Robotech Empire was on Karbarra. In 1378 C.E., the Karbarrans tested on an obscure moon a new type of starship-mounted weapon: the Reflex Cannon. Combining the power of a nuclear weapon with the advantages of an area-affect beam gun, and impervious to the anti-missile defenses as mounted on starships, this weapon's test was meant by Karbarra as a signal to Tirol - that it would not be bullied by the Elders. Nevertheless, the Elders rightly perceived that this technology, if given the time to develop, would upset the balance of power in the quadrant away from the infant empire. The Zentraedi were mustered and dispatched to Karbarra, which was soon conquered with minimal collateral damage and loss of Karbarran life, and its great

industrial capacity turned to Imperial needs. The Karbarrans were forced to hand over the secrets to the Reflex Cannon, which was perfected by the new Science Triumvirates. Soon, new classes of Zentraedi ships began to appear (the flagship and monitor), which were built around the terribly effective split-boom beam gun.

The Karbarrans, though resentful of the conquest, were treated with the utmost respect and charity by the Imperial Governors, and thus never rose in revolt against the Empire - indeed, Karbarra saw its greatest economic boom in three centuries when Tirolian merchants began to return. Ci'Vonia, on the other hand, immediately objected to the loss of its trading partner, but was mollified by assurances of autonomy and free trade with Tirol.

Still, the Elders were uncertain of their position. As their power originally derived from protoculture, they resolved to be the sole masters of it. Optera was ordered defoliated, leaving its inhabitants, the Invid, to starve - precipitating one of the greatest conflicts the Empire would know. As the seeds of the Flower of Life were stolen from Optera, the seeds of the Empire's overthrow were also sown.

By 1450 C.E., the new triumvirate clones were perfected, and the Robotech Elders retired to their great motherships in Tirolian orbit with their triplet minions. Surrounded by their immediate servants, the Robotech Masters, the Elders quickly succeeded in gaining for Tirol all the Tirolian colonies save one - Ci'Va, whose treaties with the Empire were honored, so long as Ci'Va gave token deference to the Imperial order.

At about the same time, like a phoenix from the ashes, the Invid began to appear, ravaging outlying colony worlds and folding out before they could be caught by the Imperial forces. This harassment, though unsettling to inhabitants of the outlying colonies, was not a serious threat to the empire, but it did require the establishment of a vast defensive fleet of Zentraedi. Very quickly, the Zentraedi succeeded in forcing the Invid to flee Optera, but the harassment continued after the Invid adopted a new world outside the Tirolians' sphere of influence as their secret base of operations.

At this point, only one weakness was apparent in the Imperial armor: though the Robotech Elders had a monopoly on protoculture, they could not produce it indefinitely without help - and increasingly, they grew completely dependent on this energy source whose production they ultimately could not control. For reasons the Elders and Masters could never discover, the Flowers of Life would produce seeds that could release energy, but would never be able to germinate - the seeds were sterile. Eventually the plants would mature and cease producing seeds, becoming worthless to the Empire. The secret of fertile seeds was tightly held by Zor, the scientist who initially discovered the Flower of Life, and he held it as his trump-card. Zor destroyed all records of the Flower's biology, committing it to memory. Though cajoled into providing fertile seeds for the Empire, Zor did so only when the lives and liberties of the colonists and citizens of the Empire were respected. The Elders were willing enough to grant Zor's demands, so long as subversive elements did not threaten their power.

In 1481 C.E., Zor was given permission to relocate to Ci'Va, to continue his researches and collaborate with his Ci'Vonian colleagues. During this period, a number of breakthroughs were made in the area of genetic engineering, though only a few of these were forwarded back to the Elders. While there, increasingly disenchanted with the Empire and its continual wars and expansion, Zor pseudonymously wrote a series of

political and philosophical tracts favoring a federalist republican system of government over the current Imperium, and lambasting the triumvirate as an unnatural abomination. When word of these essays reached Tirol in 1502 C.E., Zor was recalled by the Elders and severe restrictions were placed on his movement and activities. Nevertheless, his writings struck a chord in the Ci'Vonian people and in the old patrician families on Tirol and elsewhere in the Empire. Ci'Vonian nationalism, long kept silent for fear of Imperial reprisal, was awakened, and an anti-Imperial chorus began to be sung on every world in the Empire, forcing the Elders to act swiftly and decisively.

F. Ci'Vonian War

With their prestige and power on the line, the Robotech Elders authorized their chief subordinates, the First Robotech Master Triumvirate, to take charge of the situation. In 1519 C.E., Ci'Va was ordered to surrender its sovereignty to the Empire, and to receive an Imperial Governor Triumvirate. The Ci'Vonian reply was to blow the Governors' shuttle out of the sky as it attempted to land on their world. The crisis escalated, and the 1st Master Triumvirate was forced to send a fleet of a thousand Zentraedi warships to Ci'Va. Unwilling to assault Ci'Va because of its formidable defenses and enormous economic and strategic value, the Masters hoped that a credible threat would cause the Ci'Vonians to bow to their will without violence. Unprepared for the situation, and utterly naive of the pleasures of culture, the Zentraedi commanders accepted talks on Ci'Va, and came, along with a significant contingent of their troops, to the surface. As the Zentraedi commanders discussed the situation with the Ci'Vonian government, their soldiers were entertained by a surprisingly fearless and hospitable Ci'Vonian people. In almost no time, the Zentraedi began to request amnesty on Ci'Va, and were happily adopted by the Ci'Vonian people. A larger fleet of 200,000 vessels - known as an "Inspection Army" - was immediately dispatched to restore discipline, but the soldiers of the relief fleet refused to fire upon their own. In six months, the cultural contamination of the enormous Zentraedi presence above the planet was virtually complete.

At this point, with the defection of fully a fifth of their forces, the Robotech Masters were forced into action. The Grand Fleet, then comprising 800,000 Zentraedi warships, was dispatched with orders to annihilate Ci'Va and the rebel Zentraedi. Without a clear-cut defense, and hopelessly outnumbered, the rogue Zentraedi landed their ships on Ci'Va's surface and engineered a hurried evacuation. By the time the Grand Fleet folded in to Ci'Va's space, one quarter of Ci'Va's population, five hundred million people, and all of their Zentraedi allies had disappeared into the vastness of space. Ci'Va's remaining population fought valiantly, and succeeded in delaying the Grand Fleet long enough for their evacuees and their Zentraedi allies to make good their escape. Nevertheless, the Grand Fleet quickly disabled Ci'Va's defenses, and bombarded the surface of the planet until its oceans and atmosphere boiled away, as an example to any subject world who might consider revolt.

The crisis, however, had only just begun. Using fold-guerrilla tactics pioneered by the Invid, only on a far larger scale, the Ci'Vonians, those Tirolian patrician allies and sympathizers who had been exiled because of their vocal support of Ci'Va, and Ci'Va's vast allied Zentraedi armada launched a terrible war against the Robotech Empire. Forced to dramatically increase the numbers of loyal Zentraedi, the Elders found themselves fighting a defensive struggle against a relentless and spirited enemy. With the Imperial defenses spread out over so many systems, the "Disciples of Zor", as the Masters came to

call them, were able to concentrate their forces on every single target they chose to attack. They handily won almost every military engagement; always folding to parts unknown before Imperial reinforcements could arrive. In just over two centuries, the Empire had fallen to tatters, caught between the Ci'Vonian Zentraedi and the plundering Invid, who took full advantage of the confusion to pursue their own vendetta. In 1792 C.E. the rebel armada threw caution to the wind and attempted to win the war in one single stroke. The entire rebel fleet folded into Tirol-space and quickly shattered the defensive Zentraedi units in orbit around the planet, then began to surround and attack the Masters' motherships. The Ci'Vonian fleet was supported on Tirol's surface by a large fraction of Tirol's patricians, who saw this as an opportunity to rid themselves of the Elders. For the first time since the Zentraedi were created to fight for the Tirolians, the Elders and Masters were forced to send their own people - especially their triumvirate clones - into battle. Though losses were heavy on all sides, the Imperial reserve armies held the line long enough for Zentraedi reinforcements to arrive. The Grand Fleet was assembled and folded in to Tirol-space, quickly crushing the Ci'Vonian task force. With half their ships lost, the Ci'Vonians were forced to retreat again into the inky blackness of space. Never again were they to pose a serious threat to the Empire, though the damage was already done. The Zentraedi 'domillans', or advisors, were cautioned never again to allow themselves close contact with cultured peoples, because of the consequences of the cultural contamination by the Ci'Vonians.

G. The Masters' Empire

Frustrated by the poor handling of the Ci'Vonian war by the Robotech Elders, the 1st Robotech Master Triumvirate, with the assent of virtually all the other Robotech Masters, seized control of the government in 1800 C.E., keeping the Elders on as mere figureheads. With the Ci'Vonians effectively out of the way, and the Zentraedi fleets burgeoning, the Empire began to rebuild from the terrible fighting that had brought it on the brink of annihilation. An Imperial renaissance began, though the reformed empire of the Masters was only a small fraction of the Elders' at its height. Most of the outlying colonies, especially the small ones, had been utterly eradicated by the Invid's ruthless advance, and many of the larger ones had been devastated by the Ci'Vonians or the Masters in their war. But with the consolidation of the Zentraedi around the remaining colonies, the Invid threat was contained, and would not seriously trouble the Empire for two more centuries. Still, the long war had given Dolza, the Zentraedi supreme commander, significant autonomy over the Zentraedi fleet and its operations. Communications between the Masters and their Zentraedi slaves began to break down, while Dolza's interpretations of his orders became troublingly distant from the Masters' intent.

By now, the problems with the dwindling supplies of protoculture had begun to approach a crisis level. Every half-century, Zor would be released from his house arrest and sent to seed a host of new worlds with the Flower of Life. In approximately 1950 C.E., Zor was once again dispatched in the newly-designed Tirolian monitor Macross for that purpose. The Masters had long accepted that Zor would never divulge the secrets of the Flower of Life to them, but they also found that he was tired of fighting them. His demands became increasingly token, and the Masters were more than happy to satiate him.

At this time, the Invid tactics began to undergo a bit of a revolution. As the Invid began to capture the Tirolian colony worlds, they began to build up a stockpile of the seeds of the Flower of Life. To their dismay, the Masters discovered that the strain Zor had been seeding was a mutant variety, that even the Invid could not cause to produce fertile seeds. Even worse, the infertile seeds and plants captured by the Invid kept them powered and fed, at least for a time. With the introduction of their vast Hive Ships, spherical analogs to the Tirolian motherships, the Invid became capable, in some small measure, of challenging the Zentraedi in a stand-up fight. The Invid made virtually no permanent gains during this period, and suffered a major setback when their new base of operations in the Large Magellan Cloud was discovered by the Masters' fold-sensing probes. A Zentraedi taskforce made a six year-long journey to this planet and struck a terrible blow against them, forcing the Invid to abandon their homeworld for the second time. Still, it became painfully clear that the balance of power was shifting away from the weakened and devastated Empire, and to the Invid.

In 1940 C.E., the Zentraedi rooted out the last Ci'Vonian stronghold and destroyed it. Though the Robotech Masters long feared the return in force of the "Disciples of Zor", this fear was never realized, and the Ci'Vonians were never heard from again. The Invid had become the sole remaining enemy.

Still, though its worlds were mostly protected, the Empire's collapse was imminent. Power supplies were scarce, and to maintain order, a fair degree of autonomy had to be returned to the worlds inhabited by non-Tirolian races, like Karbarra - though none of these worlds desired independence, as that would leave them open to the depredations of the Invid. The Imperial renaissance foundered, and rot began to set into the long-stagnant society.

H. Downfall and Invid Occupation

The beginning of the end of the dying Robotech Empire came in February 1999 C.E., when Zor was killed in an Invid ambush during a seeding mission in deep space, and the secrets of the production of fertile seeds of the Flower of Life died with him. To make matters worse, the remaining store of fully fertile seeds was hidden aboard the Macross, which launched on autopilot during the ambush that killed Zor and folded into parts unknown.

Desperate for the remaining fertile seeds and their matrix, the Robotech Masters, perhaps foolishly, authorized Dolza to use any means necessary to recover the Macross.

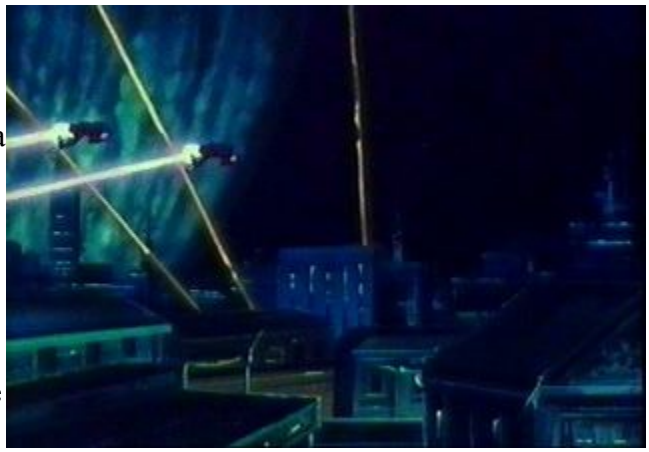
In July 1999, the Macross crash-landed on Earth, followed ten years later by a Zentraedi task-force under Breetai Krondik. In a virtual repeat of the circumstances that began the Ci'Vonian War, Breetai's Imperial-class Ado fleet, a fifth of the total Zentraedi armada, defected to the side of the cultured humans. This time, the rogue Zentraedi and their contaminators didn't have time to even contemplate running. On June 18, 2011, Dolza, acting on his own initiative to remove the contaminated Zentraedi near Earth, mustered all the Zentraedi ships that still had sufficient power to make the fold to Earth, leaving the Empire's core systems, long protected solely by their Zentraedi contingents, dangerously vulnerable to the Invid. Earth was bombarded, but the combined forces of Earth's Grand Cannon, the Macross, and Breetai's rebel fleet retaliated with tremendous speed and certainty, using a broadcast of music over all Zentraedi military frequencies to cause confusion and to disrupt communications. When the battle ended, the two opposing

Zentraedi camps had all but wiped each other out, and the Empire - what was left of it - was ripe for the taking.

It took the Invid several years to really take advantage of the situation. In the decade prior to the destruction of the Zentraedi fleet, they had suffered terribly in massed engagements with the Zentraedi, and were as desperate for protoculture as were the Masters. But take advantage they did, reoccupying Optera, swiftly sweeping over the remnants of the Empire, and bearing down on Tirol herself.

The only remaining option left to the Masters was to follow the Zentraedi to Earth. Uncertain of Earth's exact coordinates, their initial fold-jump, made in October of 2013, got them within twenty light-years of Earth, but without sufficient energy to complete the trip except by sublight drives. The trip was briefly shortened when sufficient energy was eventually squeezed from the decaying protoculture matrices for a short-range fold from several light-years out, but they arrived at Earth weakened and uncertain.

More importantly for Tirol, its last line of defense had been taken from it, except for a paltry reserve of Bioroids. The world's citizens, long left to their own devices by the Masters and their orbiting Triumvirate clone societies, were left as easy prey for the Invid.



The Invid's campaign of conquest concluded in December of 2022, when Tirol itself fell to their forces. Though the fighting over Tiresia was fierce, most of the planet gave up without a fight. The Invid were not mollified by the easy victory, and set about the extermination of the Tirolian race. Their plans were interrupted in January 2023, when the REF, on a mission to prevent another war with the Robotech Masters or their armies, arrived on Tirol, and found itself forced to make war on the Regent's occupation force. Within three months, the spent and overextended Invid were driven from Tirol, and the REF was established as the custodians and inheritors of the world. In 2030, this relationship was formalized at Tirol's request, and the Plenipotentiary Council attached to the REF became Tirol's highest political body.

I. The Sentinels' War and the New Tirolian Republic

The long wars had left Tirol in shambles. Off-world food and industrial production had virtually been wiped out with the loss of the colonies, and the only thing saving the Tirolians from famine was the fact that the population of Tirol had shrunk so dramatically. Though the brief Invid occupation killed many Tirolians, the simple fact is that Tirol had already become a lonely place. The extremely high standard of living had led to a very low birth rate for centuries. Furthermore, mass emigration occurred in the latter years of the Empire, in hopes of reestablishing a number of the colonies. When the Invid were driven from Tirol, the planet's population was a mere two hundred and eighty million, similar to Earth's population after the Zentraedi holocaust. But one major

difference was clear: the centuries of the very low birth rate, combined with a very long life span even for the lowest classes, had led to the graying of the population. When the REF arrived, the average Tirolian was over sixty, and people under thirty-five made up only seventeen percent of the population.

The colonies fared far worse. At the height of the Elders' empire, almost a hundred billion Tirolians lived off-world. This number was more than cut in half by the bloody Ci'Vonian War. The Invid, it seems, completely succeeded in eradicating all the former Tirolian colonies - not a single colonist has yet been found alive.

The Tirolian people had long forgotten how to take care of themselves. Virtually the entire urban population was made up of artisans and philosophers. The rural areas had largely become enormous estates, managed by automated machines. Science and engineering had long been the purview of the triumvirate clones, and the Masters made sure that the citizens of their homeworld were kept fed and indolent - as much to avoid further trouble from them as anything else. Nevertheless, the Tirolians have always been a proud and resourceful people, and the shock at seeing the Invid plunder their homeworld awakened the population from its long sleep. When the REF arrived and liberated Tirol, the Terran blood-brothers were received as heroes. The cities were rebuilt, and technical schools, based upon the very successful ones created for the Zentraedi assimilated into human society on Earth, were established for the citizenry. In 2033, one hundred and seventy thousand triumvirate clones returned in the Marcus Antonius, and were repatriated with only minimal uproar from the Tirolian citizenry. These clones proved to be extremely valuable in Tirol's recovery, because of their substantially larger technical background, and their relative youth.

The Sentinels' War and Edwards' abortive coup in 2030 were the only disturbances to hit Tirol during its reconstruction - and these mainly confined themselves to the Terran population living on Tirol. In the two decades between the arrival of the REF and the departure of more than half its number in the attempt to liberate Earth, the Terrans began to adopt Tirolian culture as their own. Intermarriage between REF officers and the remnants of the Tirolian patrician class became relatively common. Though at first the military organization of the REF served to keep Terran and Tirolian cultures separate, the REF now began to integrate into Tirolian society, and by the time of reclamation missions to Earth starting in 2043, many of the Terran youth saw Tirol, and not Earth, as their home.

Though the Sentinels' retaking of Tirol from Edwards saw the destruction of the last remnants of Tirol's capacity to produce spacecraft, Tirol remained an interstellar power, with the Terrans in the REF as their proxy. In 2035, Tirol entered as a signatory to the Sentinels Confederation, now as an equal partner, not as a master.

Tirolian Timeline

The first date is by the Terran (Gregorian) calendar. A.L. stands for "Aeon Lanack" and I.C. stands for Imperial Calendar (also seen as A.R. "Aeon Robotech").

Entries of questionable authenticity are in blue.

Year (Earth Calendar)	Event
12,100 BCE	Humans are transplanted to Praxis and Tirol by Pretoxicans
11,800 BCE	"Settlers" vanish. Tirolians scatter over the planet, some carrying agriculture with them,

	others adopting pastoralism.
11,630 BCE	Traditional date for the birth of Zor'de, first incarnation of the Tirolian deity Fanto, who drove away the enslaving P'tok demons, according to the Tirolian epic *Zor'deroma*.
6500 BCE	First appearance of walled city-states, in De'ver river valley.
5970 BCE	Traditional date for the birth of Lanack, third incarnation of the Tirolian deity Fanto, who defeated the armies of the evil god-king Moltok and taught the Dev'erians the art of civilization, according to the ancient Tirolian epic *Lanack Estdo're*. (1 A.L.)
5800 BCE	Writing developed in the Dev'er river valley civilization. (c. 30 A.L.)
4700 BCE	Earliest versions of the myths contained in the *Lanack Estdo're* and *Zor'deroma* are likely written down. (c. 225 A.L.)
2340 BCE	Oldest extant fragments of the *Lanack Estdo're* and *Zor'deroma* are composed (642 A.L.)
721 BCE	Ein'liba Empire reaches its furthest extent. (928 A.L.)
301 BCE	Ein'liba Empire collapses. (1002 A.L.)
360 AD	Tiresians emerge as a powerful nation. (1119 A.L.)
450	Industrial revolution begins in Su'tone. (1135 A.L.)
652	Tirolians launch first satellite into Tirolian orbit. Zor is born the same year. (1171 A.L.)
668	Tirolian mathematician and physicist Rogelo Turbin formulates a Superstring Theory of Everything, uniting all four fundamental forces. This result is used to derive a classical General Relativity, and predicts the existence of a six-dimensional hyperspace in addition to four dimensional space-time. Fold drives become a theoretical possibility. (1174 A.L.)
816	Explorer Tovaal Lureq leads Tirol's first attempt at colonization of the other moons. Their ships, lacking power, cannot escape Fantoma's gravity to explore other planets. (1200 A.L.)
992	Monopoles are isolated in Fantoma's rings, paving the way for the first fold-drives. (1231 A.L.)
1036	Tirolian civilization develops first fold-capable ship. (1238 A.L.)
1116	Karbarrans are first contacted (1252 A.L.)
1131	Ci'Va colonized, mainly by Tirolians of Rilacian origin. (1255 A.L.)
1166	Tirol unites into the Tirolian Republic. Modern Tiresia founded on Tirol near the site of the old city. (0 I.C., 1261 A.L.)
1172	Comprehensive Karbarran-Tirolian trade pact signed, with the major export of Karbarra being sekitan (1262 A.L.)
1274-1306	V'loxian War. (1280-1285 A.L.)
1339	Karbarra severs ties with Tirol in disgust with the genocide of the V'loxia, and gives preferred trading status to Ci'Vonia.
1341	Nimuul manipulates the senate into giving Zor his techno-voyage.
1343	Zor discovers Optera and Flower of Life. (1293 A.L.) [1520 A.L.]
1343-1360	Cloning technologies accelerate at a great pace, thanks to discoveries associated with Protoculture. (1293-1296 A.L.)
1351	Fold drives perfected. (1294 A.L.)
1355	Zentraedi are created. (1295 A.L.)
1361	Robotech Elders overthrow the Tirolian Republic and install the Triumvirate system of Government. (139,212 I.C., 1296 A.L.)
1378	Karbarrans develop the Reflex Cannon.
??	Zor returns to Tirol with his samples and data from Optera and the Invid (1697 A.L.)
1379-1382	Karbarra invaded and conquered by the Zentraedi. (152,000-154,100 I.C.)
1393	Zentraedi ordered to defoliate Optera. Robotech Empire starts to expand its influence over the Tirolian colonies and other worlds. (161,000 I.C.)
1400	Meltrandi 1175th Division conquers Praxia after 4 months of war.
1450	Elders and Masters retire to their motherships and live in their new triumvirate clone-society, abandoning Tirol's surface. Invid begin a fold-guerrilla campaign of terror against the Masters' outermost worlds. (202,000 I.C.)
1481-1502	Zor retires briefly to Ci'Va to continue his researches and collaborate with Ci'Vonian colleagues. While there, he pseudonymously pens a series of political and philosophical tracts favoring federalist republicanism over the current Imperium. Zor is recalled by the

	Elders and is severely reprimanded, but his writings strike a chord in the Ci'Vonian people and in the old patrician families on Tirol and elsewhere. Ci'Vonian nationalism blossoms. (224,000-239,000 I.C.)
1519-1520	The Ci'Vonian crisis begins. The Robotech Masters demand Ci'Va surrender its sovereignty to the Robotech Empire. Ci'Va balks, and a major fleet of Zentraedi warships is sent as a threat. The Zentraedi become contaminated by and enamored with Ci'Vonian culture, and eventually refuse to carry out their orders. When word arrives that an example is to be made of Ci'Va, a third of the planet's population is hurriedly evacuated by their new Zentraedi allies, just as the Grand Fleet arrives to destroy the planet. In all, 500 million Ci'Vonians and 1.7 billion rebel Zentraedi escape into the vastness of space. (250,700-251,900 I.C.)
1562	The Ci'Vonians, their many Tirolian aristocratic sympathizers and rogue Zentraedi armies, known collectively to the Elders and the Masters as "Zor's Disciples", declare war on the Robotech Empire. The Masters dramatically increase the numbers of loyal Zentraedi to counter the threat. (281,412 I.C.)
1590-1790	Caught between the Ci'Vonian War on one front, and the attrition against outlying territories by the Invid, the Robotech Empire begins to show signs of collapse. (301,000-450,000 I.C.)
1792	A Ci'Vonian fleet arrives on Tirol and launches a massive offensive against the Robotech Empire. The Tirolian patricians, long stifled by the Triumvirates, throw their lot in with the "Disciples of Zor". The Zentraedi loyal to the Empire are insufficient to defend the homeworld, and the Elders and Masters are forced to bring out their Bioroid armies. The Ci'Vonians are driven back, but at great cost. The Tirolian patricians go into exile among the retreating Ci'Vonians. (445,000 I.C.)
1800	Elders' empire is broken. Robotech Masters seize reins of power from Elders, who remain on as figureheads. Though the foundations are weakened, an Imperial renaissance begins. (450,000 I.C.)
1850	Invid military campaign intensifies, taking advantage of the chaos caused by the Ci'Vonian War. (486,000 I.C.)
1940	Loyal Zentraedi crush the rebels and are programmed to remember the danger of contact with micronian races. Ci'Vonian stronghold is annihilated by the Zentraedi fleet. Remaining rebel fleet limps away into the darkness, led by surviving Ci'Vonians. Protoculture dangerously low. Imperial renaissance founders because of the power crisis. (545,000 I.C.)
1950	Zor sent to seed other worlds with Flower of Life. (553,000 I.C.)
February 1999	Zor killed by an Invid ambush on a seeding mission. SDF-1 is sent to Earth. Invid closing on Imperial core systems. (574,300 I.C.)
July 1999	Zor's battlefortress arrives on Earth. Robotech Masters authorize Dolza to use 'any means necessary' to recapture Zor's Fortress. (574,800 I.C.)
??	Breetai liberates the planet Rel'nar from the Invid.
April 2011	Dolza fleet arrives at Earth and ravages the surface, killing 90% of life
June 18, 2011	A peace agreement is reached between Macross and Breetai's fleet. Dolza's Grand Fleet arrives in the solar system, leaving the Tirolian Empire virtually undefended. Dolza's fleet is annihilated.
October 2013	Robotech Masters depart Tirol for Earth, desperate to find the protoculture matrix.
2022	Invid invade Tirol, conquering it swiftly.
Autumn, 2030	REF arrives in the Valivarre system and begins to liberate Tirol from the Invid.
2031	Tiresia Base is completed and staffed by REF troops. Massive relief effort for the Tirolian citizenry begins.
2039	Message arrives on Tirol requesting help from the REF to fight the Masters. The Plenipotentiary Council orders a relief expedition to be sent as soon as possible.
2043	Edwards stages a coup on Tirol and holds the Plenipotentiary Council and the General Staff hostage. After the return of the REF and their Sentinel allies, Edwards flees Tirol, taking

	Minmei hostage and hides on Optera.
2044	The Sentinels and the Opteran Expedition return to Tirol and the combined loyalists rout Edwards' forces. Edwards is killed. Plenipotentiary Council and REF are asked by Tirol's citizenry to administrate their world.
2044	*Marcus Antonius* returns to Tirol, loaded with 175,000 triumvirate clone refugees.

* It is extremely difficult to convert I.C. into earth years. There doesn't seem to be a standard/constant rate.

Robotech Master Society

The basis of the Master's Robotech society is the Triumvirate, the three who are as one in thought action and reaction.

The Invid Flower of Life grows its flowers in groups of three, and the stalks grow in groups of three. This is because the zylonase enzyme produces protein chains in groups of three. When the Tirolians first began experimenting with use of the zylonase enzymes as a catalyst for cloning there were hugely unsuccessful, with most attempts creating malformed lumps of biological material. It was Zor who made the connection that the enzyme produced protein chains in threes, therefore they would need to add three times as much raw bio-matter to the matrix as calculated. The scientists did so, and the result was their clone matrix produced three fully grown identical clones in one batch. This triumvirated cloning became the standard and batches of threes were produced in the multitudes. However the triplet batches were, for the most part, broken apart and sold to different buyers on the market. It was Cabell who created the process of Genetic Differentiated Cloning. In the early stages of the cloning process the three protein chains could be given individual signatures, resulting in the creation of three individual clone types. Over time it was discovered, or rather observed and believed, that triplet batches working in concert were more effective than three individual clones working together.

During the Great Transition the Robotech Masters created Triumvirates of all the Templates, thus combining the perfection of Tirolian Culture with the inherent power of the three who are as one in thought action and reaction.

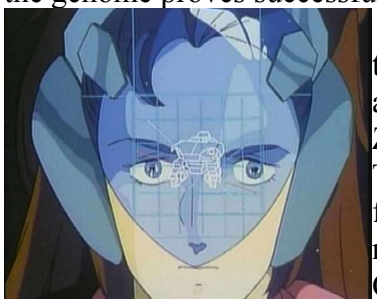
All of the clones of the Master's society are made from Templates, genetic samples stored in stasis with a corresponding Zylonic recording. The Templates for the Zentraedi and Meltrandi are all kept on their Fulbtz Berentsz Home Base. The Templates for the Triumvirates are kept on board the Master's Motherships.

As time has gone on the Clone Masters have combined elements of Templates to create better versions of the originals. Each Mothership contains the full assortment of the original Templates, genetic samples of the best of Tiresian society. Each Mothership also contains the Templates with the genetic improvements that the Clone Masters have made over the ages. The Robotech Heirs jealously guard their templates from each other in an effort to keep some advantage over their genetic brethren. Officially this is frowned upon but the Masters are aware that it helps with genetic variation among their society so it is quietly tolerated.

Clones (Zentraedi and Triumvirate) are made in series, and have three names to designate them. The first name is the name of the individual, such Breetai or Karno. The second name is their series name such Kridanik or Formo, and there will be many

different individuals with the same series name. The third part of their name will be the Sequence number designating how many times that particular individual clone has been made. When an individual from a Series is killed or dies another is made from the same Template, the name goes one number higher and the series continues on; for most of the clones awareness of their Sequence is their only connection with a concept of history. Triumvirates also have a Prime Unit. The Prime is the one of the three that is spoken to and the one that speaks for the entire Triumvirate when they are interacting with their superiors.

Contrary to the Seditions of Zor the Robotech Masters are aware of the possibility of genetic stagnation brought about by cloning and have accounted for it. To maintain diversity among the genomes of the Triumvirates the Masters have a program of Mating. Clones that prove to be the best of their series are mated together. On schedule they mate in primitive biological fashion. The randomness of the mating process provides the Clone Masters with new and unpredictable genome combinations they can experiment with. Those that prove useful are incorporated into a new batch of Plebes, and then the performance of that genome is tracked across the operational span of that Clone Series. If the genome proves successful it will then be incorporated into a later series as necessary.



Zylonic technology refers to any technology that uses the "Zylon Wave", a specific radiation that interacts with the alpha waves generated by natural neurological activity. Zylonic waves can be used to scan the neural pathways. These patterns can then be recorded. Zylonic waves can be focused to stimulate neural pattern growth, creating artificial neural connections that can in essence program a brain. Combining these two properties Zylonic Waves can be used to record, store and implant memories, skills, even personality. Zylonic Technology has a long history of usage on Tirol. It was first used for criminal rehabilitation, then over time for education, then under the Master's guidance for social programming and control.

The Robotech Masters developed a form of artificial telepathy using Zylonic Technology, the Zylonic Communication Circuit. These units are usually placed in Protoculture Caps, the Master's mobile computer and command stations, and other command systems. The circuit reads the reads the neural paths of an operator, and then transmits those patterns to another circuit, where those patterns are then downloaded into another operators brain. This enabled though to thought communication among the Robotech Masters, speech being reserved for use with the lower echelons of society, and primitives.

Combined with the Tirolian expertise in protoculture powered genetic engineering the Robotech Masters were able to create their vision of the perfect Tirolian society. When a member of society reached a certain level of importance, their zylonic template, a recording of their entire mind, was created and stored, along with their genetic template. In this way the Tiresians could always keep alive the best and brightest of their society. Each generation had the best and the brightest, who could then in turn teach the best and brightest of the upcoming generation, who would likewise be kept as a template. Under this system Tirolian society reached a level of cultural perfection.

Contrary to popular belief Tirol is not the homeworld of the Masters per se. Yes, Tirol is the world from which the Masters originated. The Master's realized that to run an

Empire as vast as theirs they could not be bound to one planet. They left their homeworld generations ago in their fleet of Azashar Motherships. The Master's fleet is made from a wholly different philosophy and need than the massive Zentraedi fleet; where the Zentraedi Fleet is a massive military force, the Master's Fleet is more of a roving administrative center, impervious to assault. The Master's Fleet is their home, and provides everything they need to live as a Robotech society.

Plebes (Plebeians)

Plebes are the vast bulk of the clone population. They live most of their lives in soporific indulgence in the City decks of the Motherships. Plebes are completely uneducated and unskilled. When the Plebes are needed they are summoned before the Clone Masters. Their mind is scanned and the zylonic template stored. Then their minds are wiped clean. The Clone Masters download skills into Plebes on a need to have basis and they are then sent to their task. When the task is complete all memory gained is erased and the Plebes original zylonic template is re-implanted. If the Plebe is killed, a replacement is immediately cloned and returned back to society.

This process of constant zylonic bombardment puts strain on a Plebe's neurology. Every time a Plebe has a new set of skills downloaded they must roll 1d10+ COOL at DV 12 or lose a point of INT and COOL. If either stat is reduced to 0, the Plebe is no longer functional and is replaced with a new clone at full original stats, and the "broken" one is recycled.

Plebes have the greatest amount of morphological and psychological variation as the Masters use this caste to test and maintain genetic variation in their society.
Stats: 45 points to distribute; EDU is always 0
Zylonic Download: A plebe can be "programmed" with a skill template. When wiped and reprogrammed, the plebe loses all IP spent on skill advancements, including pick-up skills, and then gains the new skills as per the template they are given. Plebes are often used as Stage 1 Bioroid pilots.

Warriors

After the Robotech Masters disbanded the Militia Guild all loyal troops were reprocessed into triumvirates to serve as soldiers for the Robotech Empire. Soldiers are often allowed to retain their memories so that they may get better with experience. The Masters keep control on how much experience

their Warriors have, allowing only those whose mental index is beyond reproach to advance to high levels. Warriors Triumvirates are controlled by a clone master.
Stats: 50 points to distribute; EDU is always 1
Warrior Training: Warrior caste are allowed to keep their advancements bought with IP when spent on combat skills and perks when "resurrected" via cloning. Any extraneous advancements (pick-up skills) are purged. Warriors are typically trained in use of the terminator armor and green bioroid mecha.

The Clone Masters

The Clone Masters are the social caste that directly controls the threes of thousands of clones in the Robotech Masters society. The Clone Master use the Zylonic Communication Circuit to directly communicate with and control the clone combatants, and to communicate to crews and labor teams. A typical Clone Master Triumvirate will control three other Triumvirates, creating large chains of command based on the pyramidal structure. The Clone Masters themselves never enter into combat staying in the command center or corvette.

The Clone Masters are responsible for the upkeep of the Templates, zylonic programming, and the creation of new clones. Clone Masters often experiment with new Template combinations and clone stocks (there is an unofficial trade of gene stocks between the Clone Masters for other stocks or for favors.) There are dozens of Clone Master series, each with their own physical characteristics and stats.
Stats: 50 points to distribute; EDU minimum is 7 and focus is on mental stats
Cloning Expertise: The Clone Masters are trained in all aspects of cloning, from the actual genetic manipulation to directing the clones to their appropriate tasks. The Clone Masters may apply the Genius perk to all seven of their template skills.

Scientists

In hushed whispers even the Robotech Masters will admit that it is not the Triumvirate that is the Robotech Empire, it is the science of Robotechnology. The Masters' main instrument of control of the Empire is the control of the technical and scientific knowledge of Robotechnology. The Scientist caste is the most elite and revered of all the clone castes, save the Masters themselves. The Scientist Clones know all of the scientific skills to maintain the Reflex Furnaces, Fold Drives, Bioroids, anti-gravity systems, clone chambers, etc. They also work with the Clone Masters to create the clone population, however the scientists work on the hardware and the Clone Master make the genetic decisions.

However the Scientists have the knowledge but not the power. Control of the Robotech population is by the Clone Masters, the scientists do not control the troops or ships or the means of production. Technically the Scientists take orders directly from the Robotech Masters, in practice they are attached to the command of another triumvirate and are at their orders.
Stats: 50 points to distribute; EDU minimum is 7 and focus is on mental stats

Robotechnology Expertise: The scientists are the undisputed masters of Robotechnology. They gain a +5 bonus to any TECH skill roll.

The Muses

The Muse is a unique cultural caste in the Triumvirate society. During the Divisive War the Disciples of Zor used the powers of songs to break the Imperatives and sew confusion among the giants fighting spirit. The Muses were created to counter this psychological attack and resultant cultural contamination.

The Muses are programmed with songs approved by the Robotech Masters and play these songs for the Triumvirate clone population. The songs teach of the stability and advancement of the Triumvirate, the power of Robotechnology, the ancient history (as approved by the Masters) and the grandeur of the Robotech Empire.

The Muses are a permanent part of the Masters retinue. Wherever the Masters go they take the Muses with them. This ensures that the population around the Masters will always be protected against cultural contamination and makes the arrival of the Masters a major cultural festival as the Muses give a live performance to the population. Of course there are recordings of the Muses. These songs are used on all the Motherships, and the clones will often hum tunes to themselves when they are working or troubled, but nothing compares to the beauty of a live performance by the Muses. For the Plebes it is the music of the Muses, not the discipline of the Masters, that fills their hearts with joy and complacency.

The Muses play light activated musical instruments (laser harp), chief among is the Cosmic Harp played by the Prime Unit named Musica.

Stats: 45 points to distribute; EDU is always 0
Inspiring Angel: The Muses are the heart and soul of the Tirolian Empire, and their very presence inspires the Tirolians to greatness whether they are a lowly plebe or one of the elders. Muses gain a +3 bonus to any non-threatening social skill roll with other Tirolians. Any Tirolian in their presence gains a +2 bonus to any non-combat skill rolls.

The Robotech Masters

The Robotech Masters are the triumvirated clone of Nimuul, the last leader of the Tirolian Mercantile Guild. Nearing his death Nimuul had himself reprocessed into a Triumvirate. Soon Triumvirate clones were in all the upper echelons of the Mercantile and Science Guilds and throughout the homes of the Tirolian aristocracy.

The Robotech Master pay homage to Nimuul as a visionary and their gene donor however they do not consider themselves to be Nimuul, they are far evolved past that individual. The Robotech Masters are the undisputed rulers of the Robotech Empire. The Masters society is the most evolved culture in the universe and the Masters consider all other considerations of all other life forms and cultures subservient to the good of the Robotech Empire. They live on their Azashar Class Motherships traveling the Empire inspecting, and administrating the thousands of worlds under their control.

There are always three generations of the Triumvirate clones of Nimuul activated: The Elders, the Master, and the Heirs. Each of these are made from the Prime Template, the Template of Nimuul, and there is no genetic variation among them. Control of the Empire is passed from one generation to the next through a process of zylonic transfer called the Ascendancy:

- When the Elders die, the Masters choose a set of Heirs,
- those Heirs receive a zylonic download of those Masters memories and become the Masters themselves,
- those past Master then receive the zylonic download of the Elders and themselves become the new Elders,
- finally a new set of triumvirate Heirs is created.

The Elders

The Elders contain the entire memory file of the entire Ascendancy back to the mortal life of Nimuul. The Elders remember the decline of the Stellar Republic, the first of Zor's incredible discoveries, the sight of the first Zentraedi to step from a protoculture chamber. The mind of the Elders is the only place where the entire history of the Robotech Empire is kept in one place.

The Elders are heavily guarded and live sheltered deep within the Robotech Empire. The Elders directly over see the Local Quadrant and Tirol. Outside of the Local Quadrant the Elders act more in an advisory capacity from the safety, security and comfort of the well tamed Local Quadrant. Of course they are always secrets that the Elders keep even from their genetic successors. The Elders have their own Azashar Class vessel under their direct command, though they will often spend a lot of their time living in and ruling from the Great Pyramid.

The Elders did not travel to earth with the other Robotech Masters, wishing to avoid the same mistake that the Zentraedi made by placing their leadership on the front line of a war.

The Heirs

The Heirs of the Robotech Masters each command an Azashar Class Mothership, and oversee an entire sector of the Robotech Empire.

The Heirs are the proxy of the Masters, they receive their orders directly from and report directly to the Masters, and speak on their behalf. The level of autonomy they have and display varies based on their level of competence and deceit, both of which conform to the personality of Nimuul, and hence all Masters before them, and all active sets of Heirs.

There is always political tension between the Heirs as each Triumvirate vies for the attention of the Masters to be considered for the Ascendancy. Competition forces each set of Heirs to run their sector as efficiently and orderly as possible for the greater good of the Empire. The Heirs live out their lives on their Mothership traveling their sector, they rarely actually meet another set of Heirs, and some have even questioned if other Heirs actually exist.

There has never been record of a direct conflict between Heirs, however they have sometimes manipulated Zentraedi and Meltrandi forces into conflict to weaken another Heirs sector. The Heirs do not directly give orders to the Zentraedi, or the Robotech Factories. The Heirs must requisition the Masters, the Master then issue the appropriate orders to Dolza/Laplamiz or the Factory in the Heirs sector.

Stats: INT 9, COOL 7, PRE 6, EMP 3, AGIL 5, TECH 10, STR 5, BOD 5, ATTR 5, MA 5, EDU 7, LUCK 5
Prime Template: All Robotech Masters have all of the skills possessed by Nimuul, at 8/9/10 for Heirs/Masters/Elders.
Elders of the Empire: The Elders gain a +10 bonus to any social skill roll with other Tirolians. They are considered to have the following advantages: Membership (Tirolian Empire) 10, Rank (Tirolian Empire) 10, Wealth 10 and Contacts (Tirol) 10.
Master of the Empire: The Masters gain a +7 bonus to any social skill roll with other Tirolians. They are considered to have the following advantages: Membership (Tirolian Empire) 8, Rank (Tirolian Empire) 9, Wealth 9 and Contacts (Tirol) 9.
Heirs of the Empire: The Heirs gain a +5 bonus to any social skill roll with other Tirolians. They are considered to have the following advantages: Membership (Tirolian Empire) 8, Rank (Tirolian Empire) 8, Wealth 8 and Contacts (Tirol) 8.
Ancient's Wisdom: As each set of Heirs progresses up to Masters and then Elders, they continue to add their collective knowledge to the Prime Template. The Elders gain an additional 20 points of pick-up skills and the Masters gain an additional 10 points of pick-up skills to represent odds and ends of skills picked up by their latest promotion.

Nous-gran'diel

Report of the 3364th Scientist Triumvirate [Biological]

Members	Gordh, Roscht, Irpaltenon
Location	Mothership 'Efficiency', orbiting CDG-9885-b
Subject	Genetical changes for the proposed Nous-gran'diel
Date	7284/326/1526

1.0 Preface and Summary

Greetings, Robotech Masters! This Triumvirate is ready to report. As you ordered us five months ago, we have completed, on schedule, the proposed genetic changes to a

Terragen* which, if implemented, will produce a superior infiltration and termination agent.

(Translator's note: the direct translation of the term 'Mi'cronne' would merely be 'human' - as opposed to the etymologically misleading 'Micronian', but used in a genetic context the term describes all members of the group of races known to have the same common evolutionary lineage: Tirolians, (by extension) 'micronized' Zentraedi, Terrans, Praxians, and others. Given that our knowledge of Earth biology allows us to point to Terra as the genetic origin of humanity and the above mentioned races, the best translation would be 'Terragens'. Note, however, that it is unlikely that the Masters intended other groups than Tirolian clones or Zentraedi to undergo the conversion process, nor is it likely that the Masters would officially recognize Earth as their world of genetic origin.)*

The proposed changes are listed below. All modifications have been tested on Zentraedi and Tirolian clones, and have proven to be a splendid success. Contrary to expectations, we only needed to use up 14 clones and 18 Zentraedi in the preliminary tests. This enabled us to test the full procedure on a smaller group of specimens than was foreseen. Vivisection on the 48 members of the second group has shown no deviations from the specified parameters.

We hail you, and are proud to serve!

2.0 Skeletal Reinforcements

The skeletal structure of the Nous-gran'diel (hereafter named ITA**) will be reinforced with a latticework of boron-silicate fibers. This lattice will increase resistance to breakage by almost 200%. However, should such a reinforced bone break, it will heal at an accelerated pace (see section 5) but not with the boron-silicate lattice intact. This is only possible if the ITA ingests the needed elements (boron, certain silicates) because the ITA's body does not store these.

*(** Translator's note: "nous" is Old Ein'liba for "person" - c.f. Nousjadeul-Ger or "Personal Body Suit", "gran'lare" is Tiresian for "to infiltrate", and "diel'are" Tiresian for "to extinguish". Thus Nous-gran'diel is best rendered as "Infiltration and Termination Agent, hence ITA.)*

3.0 Internal Toughening

To lessen the impact of concussive blasts on the core and head of the ITA, the internal organs and, to a lesser extent, the brain are to be equipped with toughened muscular layers and reinforced internal structures. The latter can of course only be done to a small degree, as full strengthening would interfere with the functioning of the organs. This does not give full protection to the internal organs, but it does limit the damage of those blasts that are powerful enough to do damage. In cooperation with the enhanced healing (see section 5) this greatly reduces the danger of concussive blasts to the vital organs.

4.0 Dermal Toughening

The skin of the proposed ITA incorporates an organic equivalent of the fre'kas dra fiber (*note of the translator: the Tirolian equivalent of Kevlar*) in the epidermal layers of the subject. This once again forms a close lattice work, since full coverage would preclude the breathing and thermoregulatory functions of the skin. Impacts will be spread by this lattice over a much larger area, and so decrease the chances of a puncture.

However, the same disadvantages apply to this fiber-lattice with respect to regeneration as apply to the boron-silicate lattice in the bones. A regenerated puncture wound will not retain the fiber lattice unless the needed elements are ingested by the ITA. In addition, the skin is equipped with a far superior temperature control system (using subcutaneous fat layers and increased circulation) than the humanoid norm. This enables the ITA to operate in a wide variety of climates with only a standard body covering.

5.0 Recuperative and Immunological Enhancements

Typically assigned missions will often result in damage to the ITA, despite the protective enhancements (detailed in sections 2-4). The ITA's proposed genetic structure therefore incorporates several changes which will limit the impact of wounds on the ITA's mission-availability.

5.1 Restorative Enhancements

To increase the rate with which the ITA recuperates from wounds, the normal restorative functions of the body (wound-closing, regeneration of destroyed tissue and such) have been accelerated with over 800% in case of soft structures, while non-major bones can mend in just one night. This does however mean that the caloric requirements of the ITA, when this rate of recuperation is implemented, will also increase many fold. For example, complete healing of a triple puncture to the body core will occur in 12-16 hours, but the ITA will be extremely hungry afterwards. If the initial wounds are serious enough, lack of sufficient calories may interrupt the regeneration process, leaving the ITA wounded and drained. In extreme cases this accelerated healing can drain all the body's energy and kill the ITA.

5.2 Immunological and Prophylactic Enhancements

To counteract the effect of biological/chemical weapons on the functioning of the ITA, as well as the occurrence of wound-inflicted illnesses as gangrene and the like, the immune system of the ITA has been strengthened. The entire system has been made more robust, to the point that it is capable of preventing the ITA of becoming ill from 98% of all known pathogens, and of overcoming most other illnesses in a period of 3-20 hours, with an average of 6 hours.

NOTE:
This immune system is identical to the one proposed for use in the new series of clone bodies for all the higher castes of our civilization.

6.0 Musculature Enhancements

While it was not possible to structurally enhance the muscle structure of the ITA much because of the undetermined identity of the pre-ITA subject, it was possible to use

an overload effect, in which the muscle groups for a very short time can reach very high tension levels. After such an overload, however, the ITA needs some time to rest the overloaded muscles and regenerate any muscle or bindings damaged during the overload. The proposed ITA will be capable of accessing this ability on a conscious level. However, the use of a slightly more efficient muscle template will make the proposed ITA on average somewhat stronger than a humanoid of the ITA's size and build. In addition, small glands containing a mildly alkaline liquid have been distributed throughout the musculature, modeled on the natural lymphatic system. Because extended use of a muscle group depletes the muscle's oxygen reserves quickly, anaerobic metabolism begins to take place, producing the lactic acid responsible for muscle tissue breakdown and fatigue. The alkalines neutralize this acid, making prolonged feats of anaerobic muscle activity possible. But because the growth of new muscle mass is triggered by the damaging effects of the lactic acid, the regular training regimen for the development of muscle strength must be dramatically lengthened. The muscle template is also reasonably robust, and can sustain concussive shocks better than the already reinforced internal organs.

7.0 Reflex/Coordination Enhancements

Rather than retaining the pre-ITA reflex and coordination abilities, all ITAs will be equipped with a more advanced version of the nervous system as implanted in the latest types of Bioroid pilots. This nervous system, which we believe to be the best possible system, will increase all reflexes and eye-body and other coordinations to almost the maximum possible for the humanoid body without the benefit of cybernetic implants, a yet unreliable technology.

8.0 Sensory Enhancements

This area is the only one in which we must report a less than perfect result. It was relatively easy to extend the visual acuity into the infrared, and use a double lens in the eye, so that the ITA has a built-in heat and telescopic vision option. It was, however, not possible to create a true night vision function in the brain cortex. The alternative, a yrallain-like*** mirror behind the retina, was rejected by the tactical consultants since this would have made the ITA's eyes light up in the dark, decreasing the surprise-attack options in the darkness. The only noticeable improvement in this area was the inversion of the ganglia/rod nucleus/rod mitochondria/rod photodetector sequence, so that incident light falls directly on the photosensitive region without having to pass through partially opaque tissue. The increase in sensitivity is, however, marginal. Coupled with some minor efficiency improvements in the photosensitive protein chains, light sensitivity was improved a mere 12%. In addition, the rate of the onset of night vision was improved, the typical time scale for the production of the chemical responsible for darkness-adaptation now being one minute, and not the usual fifteen.

****(Translator's note: The yrallain is a large nocturnal predator believed to be indigenous to the F'rran jungle region of Tirol. It has an eye structure similar to that of a Terran feline.)*

The auditory and olfactory senses were also easily increased to about three times the humanoid norm. No difficulties were experienced with this.

Unfortunately, a natural radio data-transmission system modeled on the example of the Opteran Invid species could not be incorporated with anything approaching the required levels of efficiency and reliability. The best that could be achieved (at this time) was a rudimentary radio sense and projection, usually sufficient mostly as a voice replacement. Higher-order data transmission is achieved in 30% of the test subjects, but is unreliable in its operation as well as its activation.

A passive radio detection and ranging sense is not available, despite stringent efforts on our part in boosting reception and pattern-matching abilities. However, some subjects did show a subconscious use of this sense, as described below.

9.0 Dietary Options and Additional Changes

To increase the flexibility of the ITA, the digestive system has been made more flexible. If the ITA were to be forced to forage for its food, it could subsist on far more possible food sources than the normal humanoid. In addition to this increased efficiency in extracting nutrients from organic material and heightened immunity to poisons, the olfactory and taste senses can be disabled during the ingestion of food when the hunger is large enough, so that the ITA can sustain itself with half-rotted meat if necessary.

The sleep patterns have been altered so that the ITA can fall asleep whenever there is no danger about. This sleep in the field will however not be as deep as a normal sleep, and the ITA will be immediately alert at any unusual sensory input. This input is often under the input level for the standard humanoid, and can be the result of an unconscious recognition of an intrusion on the radiometric sense (see section 8).

The ITA's metabolism utilizes a very efficient method of calorie-storage as well as a supply-on-need method, causing a slow metabolic rate under normal conditions, and a high rate in combat situations. As a result, this efficient calorie-management system gives the ITA double or triple the endurance of a standard humanoid.

The ITA's endurance has been further enhanced by using a more efficient circulatory structure, including a larger heart, as well as a greater respiratory efficiency, by increasing the lungs' total surface area.

The Triumvirate eagerly awaits your next command, Robotech Masters!

This describes a specialized caste of clones used by Nimuul and his Robotech Masters as an assassin. One such being was left in stasis on Zor's battleship to eliminate him if he became too much of a problem, and awoke on Earth in 2004 during the reconstruction of the SDF-1 Macross.

The Nous-gran'diel template may be applied over any Zentraedi (Zentran or Meltran), human, Praxian or Tirolian (natural or clone). Such Zentraedi will micronized permanently.

<u>Nous-gran'diel</u>

1: The reinforced skeleton increases the amount of damage to clip a limb to 200% the Hits rather than 150%.

2: The internal reinforcing layers reduce the damage of critical hits by 2.

3: The dermal toughening grants SP 6 against killing damage.

4: The enhanced healing/immunity system allows the agent to heal killing damage at a rate equal to half their REC, but they suffer 1 point of stun damage for every 2 killing damage healed. The agent is effectively immune to all normal diseases.

5: The musculature adjustments allow the agent to boost his STR by +2 for a number of turns equal to his BOD stat, suffering 1 point of stun per turn of use from strain. The agent also gains SP 10 against stun/bruising damage. Unfortunately, the cost to increase the STR stat increases by +2 per rank.

6: The reflex adjustments give the agent +2 to REF and DEX, and increases maximum REF/DEX by +2.

7: Sensory enhancements grant the agent Optics - Infrared, Radio Communication, Acute Sense: Vision (+1 visual perception), Enhanced Sense: Scent (+3 smell perception) and Enhanced Sense: Hearing (+3 hearing perception) evolutionary traits.

8: The agent can eat a wider range of organic materials, giving a +3 bonus to survival checks dealing with food as well as a +3 bonus to resist ingested poisons/toxins. The agent gains the Light Sleeper talent. The agent may hold his breath up to 15 minutes.

* ITA is not recommended for PCs as they are programmed assassins with less free will than typical Zentraedi soldiers.

Tirolian Templates

Occupations and professions of the Tirolians and Robotech Masters. The stats and information above represent NPCs. PCs wishing to play a Tirolian can use these templates. At the GM's discretion, the triumvirate clones may be PCs.

Zylonic - Warrior

Cloned and programmed soldiers, outfitted with terminator armor and serve as personal guards of the Masters.
Skills: Rifle & Shotgun, Awareness/Notice, Dodge & Evade, ??, ??, ??, ??

Zylonic - Plebe Civilian

This represents the general population of workers. These are the lowest caste of Tirolian clones, and are considered by the Masters to be expendable in times of conflict.
Skills: pick 7 skills based on their current Zylonic template; otherwise they have no skills other than their native language

Zylonic - Plebe Specialist

This represents the upper ranking plebes; artisans, scholars, entertainers, craftsmen and those with exceptional physical qualities that were to be preserved through eternal cloning.
Skills: pick 7 skills, up to 2 may be "difficult" skills

Zylonic - Science Master

Heirs to Zor's technology, or at least what of it they could understand. The science masters serve a role similar to a science officer.
Skills: ??, ??, ??, ??, ??, ??, ??

Zylonic - Clone Master

The experts of clone, both in the creation and modification of clones, and directing said clones to their purpose.
Skills: Biology, Anatomy, Psychology, Human Perception, Authority, ??, ??

Tirolian Citizen

Much of the population left behind on Tirol by the Robotech Masters are not triumvirate clones, but natural born people.
Skills: ??, ??, ??, ??, ??, ??, ??

Tirolian Resistance

Not all Tirolians are content with the way the Empire is run by the Masters, and seek to overthrow the masters and return Tirol to a republic, or at least undermine the Masters' authority whenever possible.
Skills: ??, ??, ??, ??, ??, ??, ??

Mercantile Guild

The mercantile guild sees to the economic strength of Tirol. They oversee trade with the other races of the Local Group.
Skills: Accounting, Business, Bureaucracy, Human Perception, Mathematics, Persuasion & Fast Talk, Credibility

Nous-gran'diel

Specialized agents for covert operations and assassination. This template may be used by other "special forces" agents of the Tirolians as well.
Skills: Stealth, Gather Information, Hide & Evade, Notice/Awareness, Survival, Hand-to-Hand, Rifle & Shotgun

Bioroid Mecha

The Robotech Masters rely on their bioroid combat mecha for war, leaving the Zentraedi behind on Tirol. Their stats are largely unchanged from Southern Cross (Chapter 6 - Zor Technology). Their powerplants change from fusion to bio-energy (protoculture; -x0.1 cost multiplier to x0.35 which is already calculated below).
Generation 1 Type I - becomes Bioroid Warrior
Generation 1 Type II - becomes Bioroid Sub-commander
Generation 2 Type I - becomes Bioroid Scout*
Generation 2 Type II - becomes Bioroid Invid Fighter

Generation 3 Type I - becomes Advanced Bioroid Warrior
Generation 3 Type I - becomes Bioroid Worker

Bioroid Scout

As per Type II, Generation 2 entry with the following changes:
COST: 145 CP + weapon drum
* Add Advanced Sensor Suite and Resolution Enhancement (5x) to Head Servo

The bioroid pilots themselves change somewhat. In Southern Cross they are "biohumans", or humans that have been brainwashed and put into their mecha, where in Robotech they are cloned Tirolian pilots.

Bioroid Terran Fighter

At the end of the Second Robotech War, the Robotech Masters became aware of the remaining Malcontent Zentraedi groups in and around Manaus. Although their numbers had been greatly decreased over 20 years, their fighting spirit had not. These remaining groups had become extremely adept at fighting the RDF and then the Armies of the Southern Cross. The Robotech Masters felt that they had discovered a worthy ally against the Armies of the Southern Cross. In the fall of 2029, a small group of Robotech Master Scientist landed outside of Manaus and set up a manufacturing facility to produce weapons of war for the Zentraedi. Thus the Bioroid Terran Fighter was born.

The Bioroid Terran fighter was produced using mostly salvaged materials from South America, much like the Stinger. However, unlike the Stinger, each of the Bioroid Terran fighters would look and perform similarly. Because of the relative primitive construction methods, although leap years ahead of Zentraedi production methods, the mental control was removed. In its place a conventional control system was installed. Thus the Terran fighter is not nearly as responsive as its original Bioroid brethren. However the Terran Fighter is far more armored. This was done in response to Zentraedi requests, as they had learned the importance of armored mecha and reinforced pilots compartments.

The original Bioroid Terran fighter manufacturing facility was destroyed by the elite RDF Rogue Squadron under somewhat mysterious circumstances near the end of the Second Robotech War. However, several hundred units were produced. The initial results were so promising that after the war, two downed motherships, one in Africa and one in North America, began production. The factory in Africa was destroyed soon after its initial production; however the North American site, located in what was the state of Arizona, was able to defend itself against persistent attacks by the Alpha Tactical Armored Corps. The Arizona Robotech State produced approximately 250 Terran fighters in the interim years between the end of the 2nd Robotech War and the beginning of the third. The Arizona factory was completely obliterated by the Invid; however dozens of the Terran fighters were able to escape and many ended up in resistance groups fighting against the Invid until the liberation of Earth.

Bioroid Command Terran Fighter

The successful creation of the Bioroid Terran Fighter, showed the Robotech Masters that bioroid production could continue on Earth using only salvaged materials and powered by "contaminated" protoculture. They ordered the production of a more

powerful type of Bioroid for which the stage three clones and Robotech Weapons masters could lead their rebuilt army of Zentraedi and lesser clones. Using the basic design of the Terran Fighter, the Master's scientists added a considerable amount of armor, all the while keeping the anti-gravity, control system, and targeting true to the original design. Thus the top end speed of the Command Fighter is reduced by 200 kph and the total responsiveness of the mecha is less than the Terran Fighter (in game terms -1 hand to hand attack). This was not felt to be a severe disadvantage because the Bioroid Terran Fighters and remaining Bioroids would scout ahead of the main force leaving any commanders surrounded by the main force.

The weapon systems were considerably changed. First the 85 mm gun pod of the Terran Fighter was replaced with a rapid firing Gauss rifle. Although both weapons have similar damage profiles, the gauss rife has a considerable advantage in range. Unfortunately the Gauss rifle has such a high rate of fire that the total number of bursts is quite low. Again the advantage of a long range weapon that could cause considerable damage outweighed the relatively low amount of ammunition carried by the weapon. The Robotech Scientist felt that the Command Terran Fighter would only use its hand weapon at extreme range while the lesser units closed in for the kill. Unlike the Terran Fighter the Command Terran Fighter, possesses 10 medium range missiles. Again these were provided to supply the unit with a sizable long range punch.

The Command Terran Fighter was only produced in Arizona after the Second Robotech War, and then only in limited qualities. Only some 25 units were produced in whole and most were lost in fighting with the remnants of the Alpha Tactical Armored Corps immediately following the end of the war. The Robotech Masters were not completely satisfied with the design. While it was true that the increased armor helped protect the commander from enemy fire power. The reduced speed and poultry amount of ammunition for the gauss rifle proved to be a liability. Often the Robotech Masters found themselves leading hit and run attacks against the remaining Southern Cross outpost, a type of mission the slower Terran Fighter found itself completely unsuited for. In addition the Command Fighter soon found itself out of ammunition in the stand up and drag out fights with the ATAC forces. Production of the Command Terran Fighter ended when the Invid obliterated the production facility; however, no less than 7 units ended up in resistance groups fighting against the Invid until the liberation of the Earth.

The most famous Tiroilian anti-Invid resistance group was led by a third stage clone, Yorn who piloted a Command Terran Fighter. Yorn was the survivor of no less than 25 engagements during the second Robotech War destroying over 54 mecha during the conflict. Once the Invid invaded, he formed a resistance group made up of himself and 6 other stage three clones. His group known as the 7th Trinary destroyed Invid outposts and patrol units in the northern Rocky Mountains. These raids culminated in the destruction of an Invid Hive in what was northern Canada. Unfortunately, the group was later destroyed when the Invid learned of the 7th Trinary's staging area in the Sawtooth mountains though the intelligence provided by human trators. Rumors persisted that Yorn survived the battle and assisted on the attack of Reflex point, but these could neither be confirmed nor denied.

Weapon Systems

Triple-Barrel 85mm Weapon Drum

The exclusive weapon for the bioroid terran fighter mecha.

+1 WA, Range 6, 3K, BV3, Clip 50

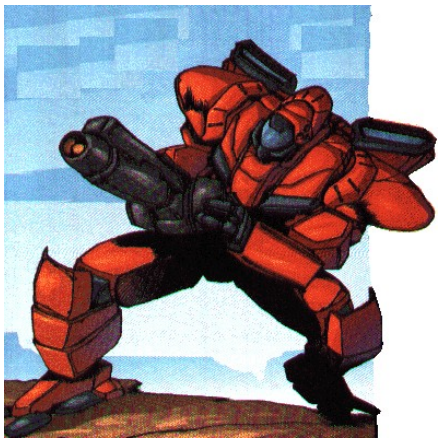
Triple-Barrel Gauss Rifle

The exclusive weapon for the bioroid command terran fighter mecha.

+1 WA, Range 10, 3K, BV4, Clip 20

Bioroid Terran Fighter

COST: ??
Availability: ??



HEIGHT:
7.0m
WIDTH:
2.9m
LENGTH:
2.1m
WEIGHT:
13,500 kg

Mode	MV	Land MA	Fly MA
Battroid		-0	7 (350m/round) 0 [700kph]

Maneuver Pool +133%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MS	8	10	HS	5	5
Head		MS	4	5	MS	4	4
Right Arm		MS	5	6	MS	4	4
Left Arm		MS	5	6	MS	4	4
Right Leg		MS	5	6	MS	4	4
Left Leg		MS	5	6	MS	4	4
Right Pod		SL		2	MS	4	4
Left Pod		SL		2	MS	4	4

Thrusters	Location	MA
Anti-Grav	Right Pod	
Anti-Grav	Left Pod	

Sensors	Location	Kills	Sensors	Communications
MS Class	Torso	2	7 km	1100 km

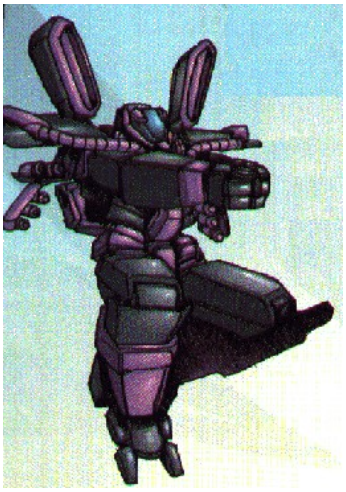
Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	2K	Melee	+0	1	U	Quick, Handy

Optional Systems
Liftwire, Nightsight, Spotlight, Escape Pod

Multipliers
Verniers (1 Main Body, 2 each Leg), Semi-Monocoque, Redundant Systems
Environmentals (Arctic, Desert, Space, EM), Overcharged Engine, ACE +33%

Bioroid Command Terran Fighter

COST: ??
Availability: ??



HEIGHT:
7.0m
WIDTH:
2.9m
LENGTH:
2.1m
WEIGHT:
17,500 kg

Mode	MV	Land MA	Fly MA
Battroid	-0	7 (350m/round)	0 [700kph]

Maneuver Pool +133%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MS	8	10	HS	5	5
Head		MS	4	5	MS	4	4
Right Arm		MS	5	6	MS	4	4
Left Arm		MS	5	6	MS	4	4
Right Leg		MS	5	6	MS	4	4
Left Leg		MS	5	6	MS	4	4
Right Pod		SL		2	MS	4	4
Left Pod		SL		2	MS	4	4

Thrusters	Location	MA
Anti-Grav	Right Pod	
Anti-Grav	Left Pod	

Sensors	Location	Kills	Sensors	Communications
MS Class	Torso	2	7 km	1100 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	2K	Melee	+0	1	U	Quick, Handy
MM-10	Right Arm	7K		+1		5	Crosslinked
MM-10	Left Arm	7K		+1		5	Crosslinked

Optional Systems
Liftwire, Nightsight, Spotlight, Escape Pod

Multipliers
Verniers (1 Main Body, 2 each Leg), Semi-Monocoque, Redundant Systems
Environmentals (Arctic, Desert, Space, EM), Overcharged Engine, ACE +33%

Capital Ships

The Robotech Masters use the same ships as shown by the Zor in Southern Cross. Other than changing their powerplants to bio-energy (protoculture), they just have different names.

Tirolian Assault Corvette (as per Zor Frigate)
Quiltra Draenitzs Transport (as per Zor Carrier)
Tau Detrel Destroyer (as per Zor Destroyer)
Azashar Mothership (as per Zor Mothership)

Chapter 10 – Zentraedi

The Zentraedi fare a bit better in Robotech than they did in Macross. There are several variants of their mecha and power armor designed by the Robotech Masters in their attempts to create the “ultimate power armor”. One such series of power armor combined some of the Meltran power armor systems into the more abundant Zentran power armor.

Unlike their original Macross heritage, the Zentraedi are a much younger race. Originally the Zentraedi were an experiment in genetic engineering, created for mining monopole ore in the heavy gravity of Fantoma. They only took the role of warriors later on, once they realized they were so powerful that the Robotech Masters could not stop them. Going by the Tiresian calendar, the Zentraedi were created in 84 AR, and rebel in 671 AR.

In Macross, the Zentraedi are just Zentraedi. In Robotech, the Zentraedi are differentiated into different "castes" of clone types based on their role in the military machine.

Another big difference is that in Robotech, the Zentraedi seem to have less military discipline (having originated as miners) as shown by Khyron's habits of getting drunk and gambling (both concepts unheard of by Macross Zentraedi).

The Zentraedi Horde

The Zentraedi are the cloned soldiers of the Robotech Empire. The Zentraedi are giant clones of the basic Tirolian, they stand 30' on average (5x human height), with some even taller*. Equipped with body armor and hand weapons, each Zentraedi soldier is the equivalent of a mecha by themselves. Zentraedi are cloned and zylonically programmed, emerging from their protoculture chamber fully grown and with all the knowledge they will need for their (short) life.

The Zentraedi are created solely for one purpose, war, although originally they were designed for mining in high gravity. They are given only the knowledge necessary to perform as soldiers and tacticians, and have no knowledge of any other cultural arts. This had made them susceptible to what is called the psychological attack, exposure to other forms of culture can sometimes shock or frighten a Zentraedi, momentarily confusing them in battle.

Zentraedi live in the fleets they are created for. The do not live on planets, spending their entire lives in space ships or on stations, being deployed to planets if necessary. The mining city of Zarkopolis on the monopoles of Phantoma are often regarded by the Zentraedi as their closest thing to "home".

Over the ages of the Robotech Empire the Masters have made more than one Grand Fleet. Each has been given a specific deployment and purpose. Meetings between the fleets all result in the same, conflict. There is no unity among the Fleet Supreme Commanders, and the Masters do not desire any, fostering a sense of competition and enmity between their fleets, as it keeps them from combining their forces.

* Robotech makes the Zentraedi much taller than their original Macross heights. Macross Zentraedi stand 5 times human height, with the tallest of the non-command being no more than 10m (30') tall. Robotech makes the Zentraedi an average of 13.3m (40'). Vrlitwhai Kridanik (Breetai) goes from being 13.54m (44'5") in Macross to being 20m (60') tall in Robotech. Many people insist that the anime takes priority over design notes and comics, and with the only Zentraedi showing up in the Macross portion of the story, the Zentraedi are 10m (30') tall. Deal with it fanboy.

Soldiers

The Soldier Class are the most numerous of the Zentraedi, numbering into the billions upon billions. Soldiers spend most of their lives on the Fubltzs Berentzs mobile fortress, where they are kept in stasis until activated for a tour of duty. When activated they are zylonically programmed with the necessary skills, and recognition of their commanding officers. Soldiers are programmed with a basic hatred of “The Enemy”. The Enemy being whomever they are assigned to fight, as far as a Soldier knows the current enemy, is The Enemy, and always has been the enemy of the Zentraedi people, and the Enemy MUST be defeated, it is the only purpose to life.

Living most of their life in a stasis chamber, and having an average three year life span Soldiers rarely develop any personal attitudes or opinions or new skills. In their three years of life Soldiers may begin to hear rumors and whispered stories of things such as the Invid, or Protoculture or the Robotech Masters.

Most of a Soldiers down time is spent on guard duty, training or resting. Their daily activities are highly regimented. Soldiers know little more than their assigned duties

and skills to perform said duties. They are ignorant of their past, of the Robotech Empire, even of the Robotech Masters.

If a Soldier survives their tour of duty and the mission is accomplished they will be returned to the mobile fortress where their entire experience will be erased from memory and they will be re-inserted into their stasis chamber to be awakened when they are needed again. Sometimes an Officer will gain a special interest in a Soldier and specifically have that Soldier kept active under their command, in this way some officers build corps personal loyal to them, this practice is tolerated by the Command Class…up to a point.

The vast majority of Soldiers will be assigned a standard Regult Pod. Those manufactured with genetically superior stats will be assigned the more advanced mecha units such as Fighter Pods and Power Armors. The mecha a Soldier is assigned is the mecha they will have for their entire tour of duty. When not in their mecha Soldiers serve as guards on board their ships.

Typical Zentraedi Soldier

Stats: INT 3, COOL 6, PRE 3, EMP 3, REF 6, DEX 5, TECH 1, STR 24, BOD 21, ATTR 3, MA 21, EDU 0

Secondary: END 210, HUM 30, Run 61m, Leap 5.5m, Anime Leap 31.5m, Swim 21m, BTM -10, REC 45, RES 18, STUN 105, HITS 525 or (torso 166, head 63, limbs 73), Lift 240 kg, Throw 72m, DMG 3K, EV 22

Macron Bonuses: HtH 1K at STR 10 +1K per 5 STR

Skills: Rifle & Shotgun 5, Dodge & Evade 5, Tactics 4, Military Etiquette 4, Mecha Pilot: Battle Pod 6, Mecha Weaponry 5, Awareness/Notice 5, Hand-to-Hand 5

Advantages: High Pain Threshold 1, Rank (Zentraedi Army) 1

Complications: Obsession (kill the Enemy) -10

Gear: Heavy Body Armor, Assault Rifle, Regult Battle Pod

Exceptional Zentraedi Soldier

Stats: INT 3, COOL 6, PRE 3, EMP 3, REF 6, DEX 5, TECH 2, STR 24, BOD 21, ATTR 3, MA 21, EDU 0

Skills: Rifle & Shotgun 5, Dodge & Evade 5, Tactics 4, Military Etiquette 4, Mecha Pilot: Battle Pod 6, Mecha Secondary: END 210, HUM 30, Run 61m, Leap 5.5m, Anime Leap 31.5m, Swim 21m, BTM -10, REC 45, RES 18, STUN 105, HITS 525 or (torso 166, head 63, limbs 73), Lift 240 kg, Throw 72m, DMG 3K, EV 22

Macron Bonuses: HtH 1K at STR 10 +1K per 5 STR

Skills: Rifle & Shotgun 5, Dodge & Evade 6, Tactics 4, Military Etiquette 4, Mecha Pilot: Battle Pod 6, Pilot: Male Power Armor 6, Mecha Weaponry 6, Awareness/Notice 5, Hand-to-Hand 5
Advantages: High Pain Threshold 1, Rank (Zentraedi Army) 1, Combat Sense 1
Complications: Obsession (kill the Enemy) -10
Gear: Heavy Body Armor, Assault Rifle, one of: Serauhaug Regult, Gluuhaugh Regult, Del Regult or Nousjadeul-Ger Power Armor

Specialists

Specialists operate the ship systems, sensors, navigation, weapons. Specialist also operate systems such as the Protoculture Chambers. They are not as strong or fast as the Soldier Class but possess slightly higher intelligence. Specialists also pilot the shuttles and non combat vehicles of the Zentraedi forces. Specialists are considered highly valuable and are held to a tight scrutiny by their superiors.

Specialists lives are very similar to those of the Soldier class, they are kept in stasis until needed. When returned to stasis their memories are wiped, they lose all gained experience and knowledge. Sometimes an Officer will gain a special interest in a Specialist and specifically have that Specialist kept active under their command, in this way some officers build corps personal loyal to them, this practice is tolerated by the Command Class…up to a point.

Typical Zentraedi Specialist
Stats: INT 5, COOL 6, PRE 3, EMP 3, AGIL 6, DEX 5, TECH 3, STR 18, BOD 18, ATTR 3, MA 15, EDU 0
Secondary: END 180, HUM 30, Run 45m, Leap 3.75m, Anime Leap 22.5m, Swim 15m, BTM -9, REC 36, RES 18, STUN 90, HITS 450 or (torso 130, head 60, limbs 65), Lift 180 kg, Throw 54m, DMG 2K, EV 16
Macron Bonuses: HtH 1K at STR 10 +1K per 5 STR
Skills: Rifle & Shotgun 4, Dodge & Evade 5, Tactics 5, Military Etiquette 4, Weapon Systems 5, Radio Communications 5, Pilot: Spaceshuttle 4, Starship Operation 5, Navigation 5, Awareness/Notice 5, Hand-to-Hand 3
Advantages: Rank (Zentraedi Army) 2, High Pain Threshold 1
Complications: Obsession (kill the Enemy) -5
Gear: uniform, energy pistol, whatever is assigned for their particular duty

Officer

Officer Class were created from the Templates of decorated war heroes throughout Tirol's history. They are stronger, faster and more intelligent than soldier or specialist class.

Each mecha squadron has an Officer, every ships system is overseen by an Officer, and every ship is commanded by an Officer. Officers are made roughly in a ratio of 1 Officer per 12 Soldiers/Specialists, so there are millions of Officers.

Each Officer is assigned a Glaug Battle Pod, but of course they can requisition other mecha systems depending on their missions. The lifespan of an Officer can vary but tends to be longer than that of the Soldier Class. As with Soldiers most Officers are memory wiped and returned to stasis after their tour of duty and successful completion of their mission. However, some Officers who have proven themselves may be immediately re-assigned and not re-inserted into the stasis chamber and not memory wiped. The longer they stay on duty the more of a distinct personality an Officer will develop, and the more they learn about the history and culture of the Zentraedi, still their knowledge will be limited.

Officers are also returned to stasis after their tours of duty are over, their memories wiped and they await a new assignment. Sometimes a Command Class will take a special interest in a particular Officer and have them stay on active duty instead of being returned to the stasis chambers.

Typical Zentraedi Officer

Stats: INT 6, COOL 7, PRE 5, EMP 3, AGIL 7, DEX 7, TECH 3, STR 24, BOD 24, ATTR 3, MA 21, EDU 1 Secondary: END 240, HUM 30, Run 61m, Leap 5.5m, Anime Leap 31.5m, Swim 21m, BTM -10, REC 45, RES 18, STUN 105, HITS 600 or (torso 205, head 75, limbs 80), Lift 240 kg, Throw 72m, DMG 3K, EV 22
Macron Bonuses: HtH 1K at STR 10 +1K per 5 STR
Skills: Rifle & Shotgun 6, Dodge & Evade 6, Tactics 6, Military Etiquette 6, Mecha Pilot: Battle Pod 7, Mecha Pilot: Male Power Armor 7, Mecha Weaponry 7, Awareness/Notice 6, Hand-to-Hand 6, Melee 6, Radio Communication 5, Pilot: Shuttlecraft 4, Authority 5, Intimidation 4
Advantages: High Pain Threshold 2, Rank (Zentraedi Army) 4
Complications: Obsession (kill the Enemy) -10
Gear: Heavy Body Armor, Assault Rifle, Regult Battle Pod

Command

The Command Class were made from the Templates of the greatest military leaders in Tirol's history. Command Class are the most intelligent, and strongest of the Zentraedi models. Each Commander is assigned a Nupetiet Vernigtzs-biz flagship from where they direct the actions and attacks of the massive

manpower and firepower of their fleet. The Command Class answers to and receive orders directly from Bodolza.

Command Class are never kept in stasis, and never have their memory wiped. As such, Command Class are privy to more knowledge of the Zentraedi and the Robotech Empire than any other, save Domillans.

The Command Class have the longest life span of any Zentraedi , living on the average 100 years, though combat can of course cut this span much shorter.

Typical Zentraedi Commander

Stats: INT 7, COOL 9, PRE 7, EMP 3, AGIL 6, DEX 6, TECH 2, STR 33, BOD 33, ATTR 3, MA 27, EDU 3
Secondary: END 330, HUM 30, Run 81m, Leap 6.75m, Anime Leap 40.5m, Swim 27m, BTM -18, REC 36, RES 27, STUN 165, HITS 900 or (torso 363, head 105, limbs 108), Lift 330 kg, Throw 99m, DMG 6K, EV 34
Macron Bonuses: HtH 1K at STR 10 +1K per 5 STR
Skills: Rifle & Shotgun 7, Dodge & Evade 7, Tactics 8, Military Etiquette 8, Mecha Pilot: Battle Pod 8, Mecha Pilot: Male Power Armor 8, Mecha Weaponry 5, Awareness/Notice 5, Hand-to-Hand 7, Melee 6, Radio Communication 5, Pilot: Shuttlecraft 4, Authority 7, Navigation 6, Starship Operation 7, Intimidation 8
Advantages: High Pain Threshold 3, Rank (Zentraedi Army) 6
Complications: Obsession (kill the Enemy) -10
Gear: Light Body Armor, typically assigned an entire fleet

Domillans

Even in a race designed only for war, exceptional intellectual capabilities are an asset. For this reason the Domillan Class was created to compliment the Command Class. Domillans were created from the standard scientist template and are the physically weakest of all Zentraedi, but the most intelligent.

Domillans possess the limited technical knowledge the Zentraedi need. The possess the access and activation codes for the Robotech Factories. The Domillans have the communication codes to contact the mobile fortress. They act as advisor, assistants and secretaries for the Command Class. Domillans also monitor the activities of the Command Class, making sure the Commanders stay on mission, follow proper protocols, report to Dolza and it is the Domillan's responsibility to report any irregularities of the Commander's actions directly to the Supreme Commander.

Domillans have the most knowledge of any Zentraedi about the Zentraedi history, the Empire, the protoculture, Zor's fortress, etc. Knowledge is power, and as such the Domillans are entrusted with this power, and the responsibility to use that knowledge for the greater glory of the Robotech Empire, the victory of the Zentraedi and the maintenance of order. It is the Domiallan's job to give the Command are necessary and relevant information, as well as to hold back any information the Commander should not have.

Domillans also monitor the crew, making sure dangerous information and contamination do not infect and effect the vast hordes of soldiers and officers.

Typical Zentraedi Domillan
Stats: INT 9, COOL 7, PRE 5, EMP 3, AGIL 5, DEX 5, TECH 4, STR 15, BOD 15, ATTR 3, MA 15, EDU 7
Secondary: END 150, HUM 30, Run 45m, Leap 3.75m, Anime Leap 22.5m, Swim 15m, BTM -9, REC 36, RES 18, STUN 90, HITS 375 or (torso 95, head 48, limbs 58), Lift 150 kg, Throw 45m, DMG 2K, EV 12
Macron Bonuses: HtH 1K at STR 10 +1K per 5 STR
Skills: History 8, Expert: Protoculture 7, Expert: Zor 6, Expert: Protoculture 6, Tactics 6, Expert: Robotech Empire 7
Advantages: Rank (Zentraedi Army) 5, Eidetic Memory, Lightning Calculator, Speed Reading, Prehensile Tendrils, High Pain Threshold 1
Complications: Obsession (kill the Enemy) -5
Gear: robes

Meltrandi

The Meltrandi were developed as an upgraded version of the standard Zentraedi Soldier. The Meltrandi were based a modified Officers Template, providing increased intelligence, and natural skill. Meltrandi are an all female force, every clone Template is female. They are not as physically strong as a standard model Zentraedi. The Meltrandi were not designed with the hierarchy of types as the Zentraedi were, they do not have the distinction of Soldier Class, Officer Class, etc. The Meltrandi have increased intelligence, and reflexes. These differences makes them, on average, deadlier opponents than the standard Zentraedi in a mecha fight.

Typical Meltrandi Pilot
Stats: INT 6, COOL 8, PRE 5, EMP 3, REF 10, DEX 10, TECH 3, STR 15, BOD 15, ATTR 6, MA 27, EDU 0
Secondary: END 150, HUM 30, Run 81m, Leap 6.75m, Anime Leap 40.5m, Swim 27m, BTM -9, REC 30, RES 24, STUN 90, HITS 375 or (torso 95, head 48, limbs 58), Lift 150 kg, Throw 45m, DMG 2K, EV 12
Macron Bonuses: HtH 1K at STR 10 +1K per 5 STR
Skills: Hand-to-Hand 6, Melee 6, Mecha Pilot: Meltran Power Armor 6, Mecha Weaponry 6, Mecha Combat 6, Dodge & Evade 6, Gymnastics 5, Radio Communications 4
Advantages: Rank (Zentraedi Army) 4, Combat Sense 3, Acute Sense: Vision
Complications: Obsession (kill the Enemy) -5
Gear: flight suit, Queadlunn-Nona

Meltrandi Ace Pilot
Stats: INT 6, COOL 8, PRE 5, EMP 3, REF 12, DEX 11, TECH 3, STR 15, BOD 15, ATTR 6, MA 27, EDU 0
Secondary: END 150, HUM 30, Run 81m, Leap 6.75m, Anime Leap 40.5m, Swim 27m, BTM -9, REC 30, RES 24, STUN 90, HITS 375 or (torso 95, head 48, limbs 58), Lift 150 kg, Throw 45m, DMG 2K, EV 12
Macron Bonuses: HtH 1K at STR 10 +1K per 5 STR
Skills: Hand-to-Hand 6, Melee 6, Mecha Pilot: Meltran Power Armor 9, Mecha Weaponry 9, Mecha Combat 8, Dodge & Evade 8, Gymnastics 5, Radio Communications 4
Advantages: Rank (Zentraedi Army) 4, Combat Sense 3, Acute Sense: Vision, Ace Pilot, Genius: Mecha Pilot: Meltran Power Armor 3
Complications: Obsession (kill the Enemy) -5
Gear: flight suit, formal officer's dress, Queadlunn-Rau or other specialist variation

The Zentraedi Fleets

The Zentraedi armada consisted of hundreds, if not thousands, of vast fleets.

The Dolzaa Fleet

The Dolzaa Fleet was the first, and always remained the most prominent and largest Zentraedi Fleet in the Robotech Empire. Numbering nearly six million ships with the destructive force of a small nova, the Dolzaa fleet is the greatest military machine the universe has ever seen.

The center of the Dolzaa Fleet is the Fulbtzs Berrentzs mobile fortress. The mobile fortress houses Gorg Dolzaa the Supreme Commander of the Zentraedi Fleet. From the mobile fortress Gorg Dolzaa monitors the actions of all his Command Class Subordinates, conceives strategic deployments, and issues orders. The Mobile fortress is also the production center for the billions of Zentraedi Clones. The massive base contains thousands of protoculture chambers which constantly produce Zentraedi Clones. The clones are held into stasis until ships need re-supply, the clones are then awakened and assigned to their missions by the Domillans.

When Zentraedi Fleets are deployed the mobile fortress downloads the relevant fold coordinates for their mission into the Flagship, the Flagship then downloads the coordinates into the Command Ships, which then download the coordinates into their ships, the fleet then Folds. Zentraedi do not comprehend the calculation or creation of Fold coordinates, they simply activate the proper controls and the ships go. The Ships then have the coordinates to return to the mobile fortress or their Factory. In this manner Dolzaa keeps tight reins and knowledge of the whereabouts of all his many millions of vessels and they cannot stray off mission. Dolzaa himself has access to almost the entire databank of Fold Coordinates accumulated by the Robotech Empire, but there are still some location the Masters keep secrets even from him. Some Domillans have managed to

figure out how to create Fold Coordinates, and Dolzaa keeps very tight watch on those who have.

Zentraedi do not repair ships in the field, repairs only occur when the ship has returned to the Robotech Factory. Zentraedi do not retreat from a mission until it is completed, or they are destroyed. If a fleet falters due to damage, another Fleet is dispatched. The commander of the new fleet will generally takeover all control of the mission (even if of lower level, and typically they will first sacrifice and use up the old fleet).When the mission in complete the Fleet will return to the Factory where it will be fully repaired and restocked, the Fleet will then return to the Mobile fortress where the navigation computers will be wiped, the crew returned to stasis and the ships will be held until redeployed.

The Dolzaa Fleet's mobility is one of its greatest strengths. The Mobile fortress, and center of Zentraedi Command moves locations across the First Quadrant. This constant movement keeps the Base from being vulnerable to enemy attack, as it is never in any one location for long periods of time. The Robotech factories can also move across the universe, deploying wherever needed to shorten supply lines. With a mobilized command and infrastructure the Dolzaa Fleet can concentrate its forces wherever needed across the universe. Enemy Empires may have to maintain long supply chains to build and supply their fleets, while the Dolzaa Fleet can re-deploy its *entire* command and industrial structure deep into enemy territory, bringing the full might of the Zentraedi Fleet right to the orbits of the enemy homeworlds.

The typical strategy upon discovering an enemy Empire is to locate the enemy homeworld, then Fold the entire fleet and Mobile fortress to that location. Once in position the Grand Fleet, numbering into the millions, surrounds the homeworld and utterly destroys the surface. Once the homeworld is cleansed smaller Fleets are deployed across the enemy space to mop up all left over colonies, facilities and fleets. Once the enemy culture is pacified, for the rest of eternity regular patrol fleets are assigned to periodically inspect the space for resurgence of any enemy activity. If any new enemy activity is found the Command Class in charge of the patrol will request a fleet and be given the responsibility to once again pacify the threat.

This swarming, all-out, planet-smash strategy of Dolzaa has proven, literally, undefeatable in the entire history of the Dolzaa Fleet. No enemy culture has ever been able to prevail against the sudden appearance of the entire Zentraedi armada, and subsequent genocide of their homeworld. The Dolzaa Fleet has left dozens of other galactic Empires in utter ruins, and shattered ashes across space.

The Dolzaa Fleet was created during the Divisive War, after the defection of the original Gorgan Troops. The Masters created the new Zentraedi Warriors under a centralized, strict command to dissuade any future desertions, and ensure loyalty and control of the giant soldiers and their powerful fleets. Obviously the re-organization was successful, and the Dolzaa Fleet crushed the Disciples of Zor and brought stability to the Robotech Empire. During the Divisive War the Masters created another Fleet, the Laplamiz Fleet, a fleet of all Meltrandi. The Dolzaa Fleet and the Laplamiz Fleet were to have nothing to do with each other, they were each deployed to different parts of the Empire and mingling between the forces was strictly prohibited. Whenever Forces from the two armies did mingle they were considered the Enemy and handled accordingly. The Dolzaa Fleet was deployed across the First Quadrant of the known Universe, charged

with policing and pacifying any enemy threats found in the Master's Domain, and the Dolzaa Fleet performed this function perfectly until there were no more alien threats in nearly the whole universe. For untold ages the Dolzaa Fleet maintained peace. Until the coming of the Invid.

The Invid were a mysterious and powerful parasitic enemy that fed off the protoculture that powers the entire Fleet. The Invid became a serious threat to the Empire, and the main enemy of the Dolzaa Fleet. Led by Breetai Kridanik, the Dolzaa Fleet discovered, and sterilized the Invid Homeworld, ending their threat to the peace of the Empire forever, or so they hoped.

Decline of the Empire

The Masters released Zor from his exile and the Zentraedi were awarded the honor of escorting Zor on his missions, crucial to survival of the Empire. As soon as these mission began small Invid swarms once again began to plague the Empire. Zentraedi deployed across the quadrant to hunt down the Invid forces while Zor continued on his mission. It was one of these missions that disaster struck and Zor was killed by a massive Invid swarm, his Fortress launched and Folded to parts unknown.

The Masters anger was beyond fury with Dolzaa for such a disastrous failure. The Masters contacted Dolzaa and Laplamiz and decreed that whichever forces finds Zor's Fortress would be risen to preeminence in the Empire, the other would be left to wither and die. All remaining protoculture was culled from the Empire and given to the armies, leaving the Empire a dark wasteland.

Dolzaa and Laplamiz deployed fleets scattered across the cosmos to find the lost Fortress. As competition between the two armies to find the Fortress became more and more tense each side began pre-emptive strikes against ship positions and infrastructures of the other; unrestrained war spread between the armies of the men and the women, as they both desperately searched for the Fortress.

Gorg Dolzaa could remember the times of the Divisive War, and remembered an ancient force called “culture”, that nearly destroyed the Zentraedi. Dolzaa desired this force so they could crush their enemy, new orders were issued, if a commander finds any evidence of the protoculture, samples should be taken and returned to the home base under the tightest possible security.

Zentraedi Mecha

Zentran Mecha: Regult, Gluuhaug Regult, Serauhaug Regult, Del Regult, Zer Regult, Glaug, Glaug Eldare, Nousjadeul-Ger
Meltran Mecha: Queadlunn-Nona, Queadlunn-Rau

Zentraedi Lexicon

Hajoca - no direct translation; closest approximation seems to be "asshat"
Kaba-Brek - "honorable death", basically a Zentraedi suicide taking enemies with you
Par Dessu - a standard greeting
Kara-Thun - literally "death dance", it is a form of execution by combat
Shapings of the Protoculture - similar to human concepts of fate or destiny

By the Shapings - an explicative similar to "by the gods"

Malcontents

During the reconstruction period after the First Robotech War, most Zentraedi were relocated and treated as second class citizens (at best) or put in "control zones" like war prisoners (at worst). Many of them formed resistance groups to fight for freedom, or at least food and supplies.

Most students of military history say there were as many as 50 different malcontent groups that fought in the Southlands, while some few say there were as many as 130 such groups.

Scavengers - One of the more well documented malcontent groups. They themselves did not fight, but built the Stinger mecha to trade to other groups for food and supplies. Records indicate they built as many as 1,700 such mecha. They were conclusively proved to exist in 2016. While most malcontent bands were named after Zentraedi legends, the Scavengers were named by RDF intelligence officer Eileen Summers. At their height, the Scavengers had 200 members, four times as many as the largest combat group, and 90% of their members were Meltran. Their leader was Seloy Deparra.

Shrouds - an all-male group in Brazil

Paranka - named after a Zentraedi legend, they were a larger group until dispersed by the TSC in 2017

Crimson Ghosts - named after a Zentraedi legend

Steel Wind - A larger group, consisting of around 60 Zentraedi, that attacked Camp Alpha and liberated almost 2000 Zentraedi prisoners.

New Unity - moderately large group

Senburu - Seloy joined this warrior group before joining the Scavengers.

Chapter 11 – The Invid

The Invid are different than their Mospeada incarnations as the Inbit. The Invid are not simply after a new home world capable of supporting their life forms, but rather they are a race of conquerors that dominate the home worlds of the Sentinel races as well as Earth and Tirol.

Zor meets the Invid

History of the Invid

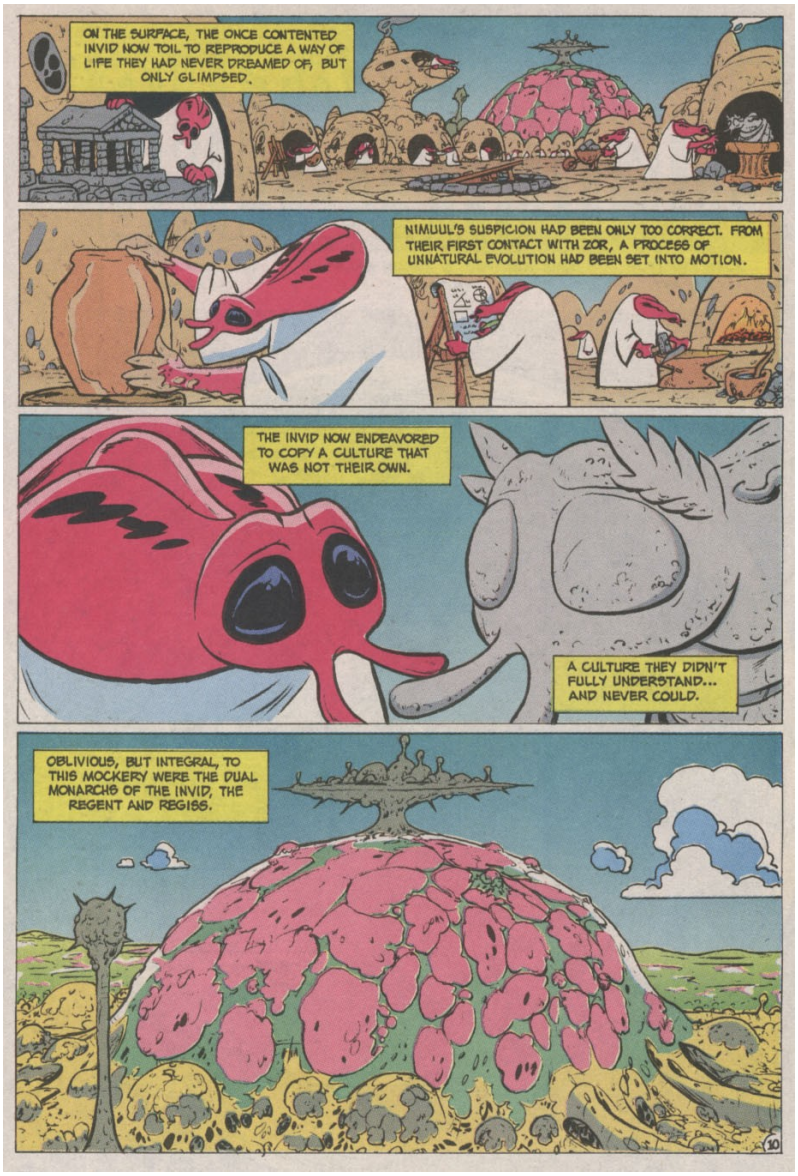
In ages untold, the Invid inhabited a now unknown world. The Haydonites devastated this world out of fear of the power of protoculture, even though it was their own Haydon that seeded that world with the flower of life.

^ Original Invid homeworld, devastated by the Children of the Shadow's Neutron-S missiles.

In time, the Invid would relocate (or be relocated by Haydon) to their new world of Optera. Haydon then seeded Optera with the flower of life to jump start the Invid, who were at an evolutionary dead end. For untold ages the Invid lived peaceful lives, blissfully ignorant of anything beyond their little world. They developed a parasitic relationship with the flower of life, with it becoming their only food source, and their lives revolved only around it.

In the Earth year 1343, Zor discovers Optera during his techno-voyage. There he makes the discovery of the power locked within the flower of life, as well as the semi-intelligent Invid. The Regess, queen of the Invid, "evolves" herself into a human form to better please Zor, whom she believes is Haydon returned to them. Zor and the Regess enter into a psychic union; Zor learning everything she knows about the flower of life, and the Regess learning all he knows of Tirolian society, art and science.

Believing this to be instructions for the next step of Invid evolution, the Regess evolves her race into a semi-humanoid form to better facilitate the gifts given to her. The Invid began to mimic the Tirolian society that they didn't even know or understand, creating art and wearing loose-fitting robes like the Tirolians did. It was sometime at this point that the Regent came into power alongside his wife, the Regess, although he had existed as her mate long before Zor arrived.


ON THE SURFACE, THE ONCE CONTENTED INVID NOW TOIL TO REPRODUCE A WAY OF LIFE THEY HAD NEVER DREAMED OF, BUT ONLY GLIMPSED.
NIMUUL'S SUSPICION HAD BEEN ONLY TOO CORRECT. FROM THEIR FIRST CONTACT WITH ZOR, A PROCESS OF UNNATURAL EVOLUTION HAD BEEN SET INTO MOTION.
THE INVID NOW ENDEAVORED TO COPY A CULTURE THAT WAS NOT THEIR OWN.
A CULTURE THEY DIDN'T FULLY UNDERSTAND... AND NEVER COULD.
OBLIVIOUS, BUT INTEGRAL, TO THIS MOCKERY WERE THE DUAL MONARCHS OF THE INVID, THE REGENT AND REGISS.
30

In the Earth year 1393, Nimuul's greed for energy caused him to order the complete defoliation of all flower of life from Optera, although Zor commands his Zentraedi to leave before all of the flower of life is harvested, leaving some for the Invid. Outraged at this perceived betrayal by Zor, the Invid begin to develop their own mecha based on the technological information the Regess gained from her union with Zor.

By the mid 1500's of the Earth calendar, the Invid have begun attacking the Robotech Master's empire. However, the Invid's lack of experience or tactics in warfare, they have been relegated to a "nuisance" by the Robotech Masters until around the 1950's when Zor begins seeding the flower of life on multiple worlds, simultaneously giving the Invid a "bread crumb" trail back to Tirol as well as providing the Invid with new sources of food and energy.

After the Robotech Masters are weakened by their centuries-long civil war with the Ci'Vonians and the loss of most of their military power when both Dolza and the Robotech Masters are defeated at Earth, the Invid imply overrun their remaining forces and conquer Tirol and the sentinel worlds that host the flower of life.

Around the year 2030 of the Earth calendar, the Regess probes the memories of Rem, a clone of Zor, and discovers that his fortress with the protoculture is on Earth. She then travels to Earth and quickly overruns the remnants of the TSC, weakened after the 2nd Robotech War. She holds Earth until 2044, when she gathers the Invid and with the energy of all of the protoculture on Earth, she transcends with the Invid and they leave the universe through the black hole at Raanath's Star.

Meanwhile, the Regent is slain over Optera in 2043, and it is presumed his Invid are taken with the Regess.

REF report about the Invid

Very little is actually known about the Invid race itself. Posthumous examinations are always of limited utility, and our sole live informant, Tesla, captured during our initial liberation of Tirol, was inarguably less than forthright with his interviewers. Many gaps exist in our knowledge of this race, although some facts can be unambiguously determined.

Invid seem to come in two genders and a number of castes. In many cases, especially in the lower castes, gender was notoriously difficult to determine. Invid seem to have no primary or secondary sexual characteristics, and the genitalia of most Invid are superficially indistinguishable; the internal reproductive organs of the non-reproducing castes of the race are atrophied to the point where physical gender determination is almost impossible and mostly irrelevant. However, even in the worst cases, there are sufficient similarities with the breeding castes to make a chromosomal determination of the gender, as the males are haploid (one of each pseudosome), and the females are diploid (a pair of each pseudosome).

This has profound effects upon the interrelationships between the genders. A male Invid receives two thirds of his genes from his mother, but only one third from his father. On the other hand, females receive equal fractions of their genes from each parent. Within siblings, a female shares only one third of her genes with her brothers, but three quarters of them with her sisters. Males only share one third of their genes with their brothers, but share two thirds of their genes with their sisters. This has led to the situation where male castes tend to be more closely involved with the care of their mother and her sterile female offspring, as they are equally related to each. Male Invid invest little care in their brothers or sons, especially those of sterile castes. Female siblings have the closest solidarity, owing to their genetic relationship, and are primary functionaries of the hive, especially with regards to their fertile sisters, to whom they are more closely related than even their own mother. This relationship might explain the sorority-like loyalty of those female Invid who chose to act against the Regess (as the sisters were more closely related to each other than to the Regess), and the ambivalence of the males (who were equally closely related to their sisters as to the Regess).

Contrary to some claims, all Invid have the same basic body morphology; that of a muscled humanoid with a snout-like head. Difference in caste (with the exception of the female reproducing castes) account for only modest variations, like height and body mass, and the presence of specialized features, such as the egg-bloated abdomen of the Sub-queen, or the hardened leathery skin and chitinous claws of the Warrior caste.

At the lowest rung of Invid society seems to be the Warrior caste. Of the statistics we have been able to gather to date, this caste seems to be by far the most common of all

Invid, though there are suggestions that this state of affairs is associated with the Invid's current plight. Specimens of both genders have been found among this group, though most are female. All are apparently sterile, and their reproductive organs are vestigial. Although no precise determination of intelligence has been possible for any caste of Invid relative to others or to humans, the brain mass to body mass ratio of this caste is the lowest (40% below that of the Worker), and much of the brain seems to be associated with motor and eye-hand skills. In addition, the endocrine system attached to the brain is more specialized, possibly indicating the prevalence of aggression-provoking and anti-fear hormones in this caste's body chemistry. The warriors are larger than many of their superiors (1.8 meters at full growth) and stronger as well. Most serve in lower-echelon combat capacities. The most common mecha for full-growth individuals in this caste is the Gurab Trooper. In addition, examinations of the corpses of Invid in Iigaa that were disabled while attempting to ram or claw another vessel reveals that all Invid kamikaze troopers are of the Warrior caste; in the case of the pilots of the Iigaa mecha, they appeared to be adolescent or juvenile Warriors, who had not yet reached full growth and could still fit in the more cramped cockpit. All indications are that this is the Invid's dedicated 'expendable' caste, dim-witted servants born and bred to die in the defense of the hive. Their metabolic rate seems to indicate a fairly short life-span, perhaps five years. While traces of chemicals found in the fruit of the Flower of Life are found in all Invid, the tissues of the Warrior caste Invid are extremely depleted of these, compared to other castes. It may be that Invid become Warriors when they are deprived in their early years of the fruit of the Flower of Life. This may have evolved as a reaction to stress on the hive's food supply, but little more is known.

Faring much better in the hierarchy are the Workers. Though often slight in build, this caste of Invid appears to comprise the labor force of the Invid race. Their brain to body mass ratio is only slightly smaller than that of humans, and they appear to be fully sentient and intelligent. Workers are always sterile females, and their genital canal has been modified to form some sort of scent gland, the purposes of which are not entirely certain. As the Invid are telepathic, it is unlikely that these scents are used to communicate with their fellows in any important fashion. However, the scent glands do store a chemical remarkably similar in many essential ways to that produced in the scent-gland of the Pollinators Zor genetically engineered from the Cha-Cha, the domesticate of the Ci'vonian trahl, and a popular pet animal in the Empire. Considering the Invid's connection to the Flower of Life, it is likely that this pheromone is used to activate the Flower of Life's pistils, and make them receptive to pollination. If so, then Zor replicated the Invid protein and genetically spliced the DNA of the trahl to produce it in their scent gland, creating the Pollinator. If this is true, then the Pollinator is something of an artificial Worker-caste Invid, especially modified to pollinate the Flower of Life and help produce a fertile crop. Workers tend to be short (1.5m), but they can be found in both Iigaa light aerospace fighter and Gurab Trooper, and somewhat more rarely, the Hive Guard mecha, though as this caste is often seen in the role of battlefield commander, the armed Iigaa and Gurab shock trooper appear to be preferred. They apparently never participate in the suicide

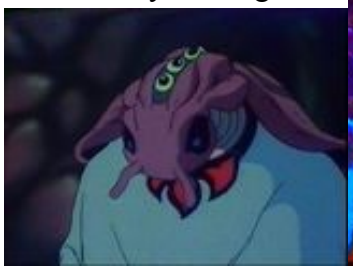
attacks common to Warriors. It is possible, though uncertain, that Workers can be promoted to a fertile caste (adolescent Sub-queens have what appears to be a vestigial scent gland in their genital canal) by some biochemical means, but how this is done, and under which circumstances, is unknown. The lifespan of a Worker is unknown, but assuredly longer than that of the Warrior - perhaps two or three decades.

A greater mystery is the Drone caste. These relatively rare Invid are sterile males. They possess no scent glands, and so apparently are not associated with the Flower of Life in a direct fashion. This caste is rarely seen outside the hive, and then almost always in a Hive Guard suit. It is probable that the primary role of this caste is to serve the Sub-queen and tend to her eggs. It is possible, as with the Worker, that this caste can be promoted, in their case to a Sub-king, but this is rather uncertain. Drones are only marginally more robust than the Workers in size, and apparently live as long.

Higher than the drones are the Sub-kings. There are apparently only a few sub-kings per hive, and possibly only one adult. This caste is comprised of fertile males. Although their role as breeders is clear, their duties inside the hive and out are not. They can be found in virtually any mecha (except the new Gosu royal command battroid) leading large formations of Invid, and they can often be found inside the hive in no mecha at all. Tesla was definitely of this caste, and he was, by all accounts, an Invid Scientist. It may be possible that Sub-kings, and to a lesser extent, adolescent Sub-queens, are as diverse and individualized as one expects to find in humans. Sub-kings tend to be (at full growth) somewhat larger in height than Warriors, but many are rather corpulent. Sub-kings seem to live for centuries.

At the height of the Invid caste system are the Sub-queens. These are the breeding females, and from them all the Invid of the hive are born. As adolescents they serve as battlefield commanders, in a similar fashion to their Sub-king counterparts, but with higher rank and station. Once one is mated by a Sub-king, she retires to the hive, and her abdomen begins to bloat into an enormous egg-sack, rendering her immobile for life. Adult reproducing Sub-queens are invariably found under a dome in the hive's main incubation room. Eggs are apparently removed from the Sub-queen's shelter after they are laid, and are arranged in concentric circles around it and are tended by Drones, either the Sub-queen's own offspring, or if she is a new sub-queen, by that of her mother. The Sub-queen is reportedly a formidable telepath, and can call out for aid if threatened. This caste has the highest brain to body mass ratio of all normal Invid (at adolescence, of course - the ratio goes down as the sub-queen is impregnated. The brain mass increases, oddly enough, but the body mass' growth far outpaces it), but her intellectual and leadership role after she has been impregnated is unknown, as it appears that the Hive Brain is responsible for the more mundane functions of the hive. Sub-queens have long, but indeterminate lifespans - perhaps a century or more.

Two more castes require mention. These are the Regent and the Regess. These appear to be a Sub-king and Sub-queen who have been promoted to levels of extreme authority and power; in the whole of the Invid race, there is apparently only one of each. The Regent was similar in appearance to a Sub-king, though he was much larger (3.8m) and had a cobra-like hood on his neck and several eyes along the spine. The Regess, by all reports, has



taken a humanoid form since her encounter with Zor, and her appearance prior to that is only speculated. It is suspected that except in extraordinary circumstances, all Sub-queens and Sub-kings descend directly from the Regess and Regent. It may be that upon the demise of one, a new Regess and Regent are chosen from the Sub-queens and Sub-kings, and then the next generation of Invid descends from them. Current thinking is that the Regess and Regent are a relatively recent innovation in Invid society; before the unification of the Invid under these universal rulers an unknown number of millennia ago, the Sub-royalty were the summit of the hierarchy, and hives competed for food and territory. When the Regess and Regent appeared on the scene, the Invid race would have ceased to compete among themselves. The sketchy Tirolian records that survive indicate that at the time of first contact, the Invid were completely peaceful and prosperous, and the Warrior caste was extinct, a credit to the system of the Regency's overlordship of all hives and Sub-royalty. The lifespans of these supreme rulers of the race is unknown, but it is clear that the reigning Regess and Regent at the date of Tirol's occupation were the same ones that Zor visited nearly seven centuries ago.

It is entirely unclear if the Hive brain is even an Invid at all. While there are a number of genetic similarities with the Invid, there are many differences as well. It is entirely possible that the Hive brain is a completely artificial construct, based on the Invid's own DNA. The possibility that it is a 'promoted' Invid of some caste should not, however, be discounted.

The breeding Invid appear to have no particular concentration of nerve endings in their genitalia, and even the nerves that are there are not associated with what appear to be the Invid pleasure centers. It is entirely probable that the Invid derive no pleasure from copulation or physical intimacy. For all breeding females except perhaps the Regess, mating occurs only once per lifetime, so there is no need for sexuality. For their part, the lower castes seem to be completely asexual, with only the potential of being promoted into a mating caste of their chromosomal gender.

It would seem, from all reports, that the all of the early transmutant Invid (Solugi) on Earth are taken only from the Sub-queen and Sub-king caste. The reasons for this exclusivity to date are unknown.

By the earth calendar year 2044, the Regess departs earth with all of her children to continue their evolution in another universe after their transcendence. The Regent is slain over Optera in 2043, and the remaining Invid forces quickly fall into disarray with no leadership. Optera itself is placed under the governance of the Praxians as their new homeworld.

Genesis Pits

The role of genesis pits expands in Robotech compared to its Mospeada counterpart. The Regess and her subordinates (royalty or sub-royalty) can create them on any world. The pit taps deep into the planet's heart, and is somehow able to scour up remnant DNA of the creatures that lived there in epochs past. The Regess then uses that DNA to progress her evolutionary experiments. The Regent shows no interest (or possibly ability) in using genesis pits.

Natives of the world upon which a genesis pit is established are often used as experiments for the pit. From time to time the Regis comes across promising data, but more often than not the pit produces monsters of little value. Such experiments typically

fall into three types; cybernetic, biological and evolutionary. Regardless of which type is "gifted" to the subject, they all have methods added to allow the Invid to track and even monitor their activities once released back into the wild.

Genesis pits are not without their dangers to the Invid. The genesis pit on Praxia caused such geological instability that the entire planet collapsed. Furthermore, successful use of the pit requires meticulous management; when Edwards and the Invid brain were knocked into an uncontrolled pit on Optera, they were transformed into a hulking monstrosity. Even successfully using a genesis pit does not promise successful experiments, as the Regess saw many times on Praxia.

Cybernetic

The subject of this experimentation is given cybernetic implants in an attempt to better understand the physiology of the species. These cybernetics serve as a constant reminder of the violation of the subject's being, and have 150% normal mental stability loss. A subject will typically be "given" one of the following packages (all are obvious cybernetics with no attempt at making them look natural):

1) Limb Replacement. Both legs and feet are replaced.
2) Limb Replacement. Both arms and hands are replaced.
3) Limb Replacement. The arm and leg on one side are replaced.
4) Limb Replacement. All arms and legs are replaced.
5) Half Replacement. The arm and leg as well as the side of the body is replaced.
6) Body Replacement. The majority of the main torso is replaced, leaving the head and limbs as the originals. All internal organs are replaced with something that does the same job.

Biological

The subject of this experimentation has their biology altered. Usually this involves the replacement of one or more of their natural organs with Invid organs to gauge compatibility. A subject is "given" one or more of the following gifts:

1) Brain Alteration. Part of the brain is replaced with Invid brain matter. This gives the subject PSI 2, Telepathy 2 and Telepathic Send 2 that only works with Invid. These cannot be increased with IP.
2) Brain Alteration. Part of the brain is replaced with Invid brain matter. This gives the subject PSI 3, Telekinesis 3 and TK Control 3. These cannot be increased with IP.
3) Hormone Alteration. The subject is redesigned for speed. They gain a permanent +2 DEX and +4 MA. This also increases their maximum DEX/MA. The subject suffers the shakes (-1 REF rolls) and has to eat three times as much. There is a 50% chance of either losing all hair or becoming three times as hairy (both genders; -2 ATTR).
4) Hormone Alteration. The subject is redesigned for endurance. They gain a permanent +2 STR and +4 BOD, and increase their maximum stats by equal amount. However the increased mass (+25kg) causes a -1 MA loss.
5) Hormone Alteration. The subject receives increased healing. They gain the Rapid Regeneration evolutionary trait (Sourcebook 3, Chapter 14). However, they now need to eat twice as much.
6) Optical Alteration. The subject's eyes are enhanced. They gain the Acute Sense: Vision, Vision: Nightvision and Vision: Infrared evolutionary traits (Sourcebook 3,

Chapter 14). However, any light brighter than a candle hurts the eyes and requires sunglasses (-2 penalty to resist flare/strobe).
7) Dermal Alteration. The subject's flesh is redesigned to withstand heat and radiation. The character never sunburns, and they can withstand heat up to 175° F. However, anything under 50° F feels like freezing.
8) Sensory Alteration. The subject gains the Enhanced Sense: Smell, Enhanced Sense: Hearing and Hearing: Ultrasonic evolutionary traits (Sourcebook 3, Chapter 14).

Evolutionary

The subject of this experimentation has their entire being grossly modified. Sometimes this evolution is *down* the scale rather than *up* it. The subject is typically "given" one of the following:
1) De-Evolution. The evolution is taken backwards to near the beginning. On most worlds this is some kind of reptilian beast.
2) De-Evolution. The evolution is taken backwards to the "missing link" stage. On most worlds this is some kind of simian creature.
3) De-Evolution. The evolution is taken backwards to before the species could be considered "civilized". Most species consider these to be "cavemen".
4) Evolution. The evolution is pushed forward to the next logical step. Most species consider the next step of their evolution to be progression into psionic powers, leaving the body to atrophy. In humans, this is usually considered the Steven Spielburg "greys" or something like Stargate's Asgardians.
5) Side Evolution. The evolution is artificially diverted into something different. This can lead to all manner of "mutant" beings; odd skin colors, horns, claws, wings, fur, tails.. Maybe even something like Zelgadis from the Slayers series.

Invid Castes

Warrior
All stats 1. Typically pilots the Gurab.

Worker
All stats 2 except ATTR (which is 1). Typically pilots the Iigaa and Gurab.

Drone
All stats 3 except ATTR (which is 1). Typically pilots the hive guard.

Sub-King
All stats 5 except ATTR (which is 1). Pilots any mecha except the Gosu. Fertile and diversive, they take many roles such as scientists and administrators. They may increase stats as normal.

Sub-Queen
All mental stats 5, all physical 4 except ATTR (which is 1), has Telepathy 6 [once she begins breeding her MA becomes 0 permanently]. They may increase stats as normal.

Solugi
All stats as a human (60 points); all are promoted sub king/queen caste. Possesses many psionic skills. They may increase stats as normal.

Royalty
All stats 7 except ATTR (which is normally 1), possesses many psionic skills. They may increase stats as normal.

Rulers
The Regent and Regess possess their own individual stats and abilities.

Invid Brain
The Invid brain has INT 15, COOL 10, PRE 7, EMP 4, TECH 8. It doesn't really have physical stats to speak of. It has many INT and TECH skills at 7-10.

Invid Mecha
Standard: Iigaa, Iigau, Gurab, Guraa, Gamo, Gosu, Protector Invid, Gosamu, Guyar, Kerogga, Mular, Lagur, Ligurab
Black Death: Giraa, Iglam, Larab, Larib, Marglar
Inorganics: Hellcat, Scrimm, Odeon, Crann

Regess: Iigaa, Iigau, Gurab, Guraa, Gamo, Gosu, Protector
Regent: all standard except Protector, all Black Death, all Inorganics

Mospeada	*Robotech*
Iigaa	Scout or Pincer
Iigau	Armored Scout or Armored Pincer
Gurab	Trooper
Guraa	Shock Trooper
Gamo	Invid Command Unit
Gosu	Royal Command Battloid
Protector	Enforcer

Invid Units
In addition to the Inbit mecha from Mospeada, Robotech introduces more designs.

Kerogga
The Kerogga scout mecha was first deployed some 20 years after the razing of Optera, approximately at the same time as the Iigaa Light Aerospace Mecha. The Kerogga was the first mecha deployed by Invid forces which mounted a first generation IMSC-1X phased array radar. The system is quite advanced for its time with most of the components copied directly from captured Zentraedi and Robotech Master components. The radar is capable of full search, track, and SAR operational modes with passive ESM techniques. The system is capable of detecting a 0 dBsm target at 50 km with alpha and beta fighter detection occurring at 66 km and 88km respectively

The Kerogga was designed only for reconnaissance and scouting, and as such only possesses limited combat capabilities. However, Keroggas never entered into combat without assistance from frontline Invid combat mecha. Typically, one Kerogga was assigned to every Shell-dor battalion (488 Invid Scouts).

The Kerogga provided the Invid forces with long range radar detection and tracking. Up until its initial deployment Invid forces were limited to detection at visual range only. However, by the time of Invid Invasion of Tirol all of the Kerogga mecha had been placed into reserve as more advanced phased array systems had been mounted into all Iigaa mecha. No Kerogga were encountered by REF forces during the Sentinel campaigns; however, several non-functioning units were captured and examined by REF intelligence.

Mular

The Mular was the Invid's first attempt to produce a personal power armor for their forces. Designed originally as a non-combat unit to support hive functions, the Invid Regent decided to experiment with the Mular combat capabilities.

Mounted on the left shoulder is a single HRG-1 plasma cannon capable of firing 600 kJ bursts of plasma energy every 3 seconds out to a maximum range of 1000m. In addition, two RYR-1 anti-personal lasers are mounted in either arm. Although the RYR-1 are primarily designed to combat personal they can inflict some damage against more heavily armored mecha units.

The armor is typical of a first generation Invid mecha composed of a hegemony of metals, ceramics, and organic materials. The armor provides fair resistance to heavy anti-personal weaponry; however, it is easily pierced by light (33mm and higher) anti-mecha weapons.

First introduced 7 years after the razing of Optera the Mular proved incapable of standing up to Zentraedi units, they were quickly relegated to the manual labor tasks the Mular was originally designed for. Only if Zentraedi forces managed to penetrate into the hive would the Invid use the Mular in its combat roles and then only as a last ditch defensive line.

After the introduction of the Malar (Invid Enforcer) in 1750, would the Mular be gradually replaced. Production was believed to have finished by 1790. No Mulars were encountered nor captured by the REF during the entirety of the Sentinel campaigns.

Lagur

The Lagur was a first generation design produced by the Invid only four months after the Zentraedi attack on Optera. The mecha was quickly mass produced after the attack using destroyed Zentraedi mecha as the bases for the design. Considering its origins and the hast for which the Lagur was assembled, the mecha proved to extremely influential for later Invid designs. REF intelligence estimates that the Lagur and later Iigaa models share almost 60% common components.

The Lagur possesses only light armor offering less protection than that on contemporary Zentraedi units. The armor is composed of a first generation metallic, ceramic, organic mix that is still not fully understood by REF scientists; however, it provides immunity from all anti-personal weaponry and is capable of surviving several direct strikes from light anti-mecha weaponry.

Two ILG-X pulse cannons are mounted on either torso. However, like the larger IHG-X pulse cannons found on the Guyar Shock Trooper, these weapons tended to overheat when used continuously. Each cannon is capable of firing short bursts of 3 MJ of plasma energy.

The flight performance of the Lagur are primitive to comparable Zentraedi and Robotech Master systems of the time. As a result the flight and combat performance is sluggish compared to later Iigaa models.

The Lagur was only produced for 15 years during which period some 2 million units are estimated to have been constructed. However, the unit did provide the Invid with valuable experience for the more advanced Iigaa. Lagurs were encountered several times, albeit still infrequently during the Sentinel campaigns. In 2028, advanced forces from the SS. Roosevelt attacked an Invid outpost on Celi-5. REF intelligence estimates that the Invid commander was forced to supplement his meager forces with several hundred Lagur's which had been placed into storage. REF intelligence believes that throughout the Sentinel campaign a sizable fraction, perhaps as many as 100,000, Lagurs were kept in strategic storage because of their combat qualities.

Ligurab

The design and subsequent production of the Iigaa Armored Scout left the Invid Regent unsatisfied. The plasma cannons on the armored scout constantly malfunctioned and often upon firing would explode destroying the unit in the process. In addition he felt the armored scout was woefully inadequate in engaging in physical attacks with the Zentraedi. Besides, as he reasoned, the Invid's strengths were in massed numbers overwhelming any enemy. The Regent ordered the immediate production of a more powerful Invid mecha that could engage in one on one physical attacks with a Zentraedi and win. This new design became the Gurab class Trooper and Shock Trooper.

However in the mean time, under the insistence of the Invid Regess, a temporary mecha with the armament of the armored scout and improved physical characteristics would be created. Thus the Invid Warrior was born

The Invid Warrior has the same basic shape as the armored scout, although a "snout" on the front of the mecha was added to house the larger generators needed for the three plasma cannons. Armor was added to provide additional protection from ranged Zentraedi attacks. This was done at the cost of decreased speed and maneuverability. Invid designers felt that this would not be too much of a hindrance because the Warrior was primarily a ground mecha with reduced aerospace combat capabilities. The Warrior was given larger arms to house a three-clawed hand capable of ripping a Zentraedi apart.

Although some 1.5 million units were produced and the Invid Warrior was considered a success, production stopped only after 5 years when the newer Gurab class designs were completed. Thus, the Warrior class found itself the jack of all trades, but the master of none with the Iigaa class more capable in the air and the Gurab class on the ground. Most of the 1.5 million Warriors were destroyed during the war with the Robotech Masters. The few that remained were divided up between the Invid Regess and Regent's forces after the sack of Tirol. The few thousand remaining with the Regess participated in the invasion of the Earth, but were soon either destroyed or decommissioned with the resumed production on Earth of the Iigaa and Gurab class.

The last Warrior was believed to have been destroyed over Reflex point during the Liberation of Earth.

Inorganics

The inorganics are little more than hollow shells controlled by an Invid Brain. They are quite often used for policing populations that have been conquered.

Odeon

Developed by the Invid to stem their increasing casualties and to provide an automated defense system for conquered planetary systems, the Invid Regent first introduced the Inorganic mid way through the Robotech Wars. Originally, they were only used in defensive purposes as the offensive qualities of the Inorganics were suspect; however by the time of the assault of Tirol, the Regent made extensive use of his inorganic units.

The Inorganics are not robots in the truest sense of the word as each unit is incapable of independent action. Each mecha is controlled from a centralized Invid Brain which issues commands through, as of yet undetermined by REF intelligence, subspace channel. Every Invid Brain is capable of controlling upwards of 2,000 units in combat or five times that number when close attention is not warranted.

The Odeon was designed to function as the primary assault unit for the Invid Regent. Although, the unit is the slowest of all Inorganics units it is the most heavily armored. The Odeon was the most common inorganic in all of the Invid Regents. REF intelligence believes that over 50 million units were produced during the wars against the Robotech Masters and then the subsequent Sentinel engagements.

The Inorganics are a marvel of Invid technology. Each unit is "created" from a matrix material composed of ceramic, metallic, organic compound. Miniaturized protoculture generators are also included in the matrix of the material. Similar to the function that mitochondria perform in the animal cells, the micronized protoculture generators provide power to a localized area. This design provides a level of protection to the Inorganic design which makes the unit all but invulnerable to critical strikes because the power is distributed throughout the unit. After the body of the unit is completed, specialized components such as sensors and joints are added to complete the mecha.

The armor is immune to all anti-personal weaponry and provides excellent protection against light anti-mecha weaponry because of the sloped armor design. Only direct strikes by anti-mecha weapons rated as medium (equivalent to a 55mm GU-11) or higher have any hope of inflicting damage against the units.

The Odeon's only ranged weapon is a single IHM-3 laser cannon mounted in the right arm. The laser is capable firing 10 MJ bursts of energy to an effective range of 1.2 kilometers. When not equipped, the Odeon is forced to rely on hits inherent hand to hand abilities to engage enemy units.

Cougar

The Cougar, or Hellcat, is totally automated. It has a direct link to the Invid Brain through it is controlled. The Cougar is not capable of independent thought or reasoning, its only function is to patrol, hunt, and destroy.

While the Cougar resemble the prehistoric Saber-toothed Cat of Earth in physical features, the comparison ends there. This is a purely mechanical beast which requires neither food nor oxygen for life.

The Cougar can track its prey by several means. It can sense the target by smell, sight, audio signals, and primarily, Protoculture tracings. It features excellent nightvision with a range of 2000'.

There are no weapons on the Cougar. It relies on biting, clawing, and slashing with its extended tail. Even without the aid of lasers or cannons, the Cougar is still a formidable and dangerous opponent due to its dexterity, speed, and ferocious attack programming.

On flat land, the Cougar can run160 mph and leap up to 80' in distance. Even in water the Cougar is mobile and can swim 40 mph. Although it can operate in space, the Cougar has neither jet or rocket propulsion systems, so it would not be able to travel. Gases, drugs, and stun blasts have no effect on the Cougar. A focused laser blast to the body will disable the creature, but only destruction of the head or excessive damage to the body will permanently destroy the Cougar. Damaging the sensor units in the head will prevent it from tracking.

Crann

The Invid Crann is an unmanned Inorganic controlled by the Invid Brain which is used primarily as a reconnaissance and assult unit. For this reason, the Crann is equipped with a high number of sensor units. The primary, and largest sensors are located in the head, lower abdomen, and each hand.

A unique feature of the Crann is the hands can disconnect themselves from the main body and move along the ground, propelled by the three fingers contained in each. Everything the sensor on the hand sees is transmitted back to the main body, correlated, and then transmitted to the Invid Brain which is controlling the Crann unit.
Crann is designed to observe the enemy, and is not designed for offensive measures.

However, the Crann will attack in self-defense, to defend an Invid Brain, or if it is commanded to do so by an Invid Brain, Red Soldier, or the Regent himself.

Consequently, the Crann has to main weapons at its disposal, a mounted laser and an energy tongue. The Mounted laser is located above the sensor head between the shoulders. The laser is fixed, so the Crann must move its entire body to target. The range is 2000'. The energy tongue functions as a retractable whip which can unleash a formidable charge. It is located in the receptacle below the head sensor and has a range of 20'. The energy tongue does not tax the power supply of the Crann, thus it is capable of unlimited use.

Scrim

The Scrim is a vicious, brutal Inorganic beast. It has acquired the nickname "Jack Knife" because of the two blade-like claws that extend from the two huge arm-like appendages.

In hand to hand combat, however, it uses more than the slice-and-dice technique of destruction. Beneath the horrific slashing claws rests a large mine-like globe that emits a toxic nerve gas that kills most unprotected mammals. Once the gas is emitted, it will linger in approximately a 100' area and will remain active for as long as 16 minutes.

Anyone within the infected area without a self-contained environment will be killed almost instantly.

Since it is not alive, but a robot-like automaton controlled by the Invid Brain, it is a particularly ferocious killing machine that is not affected by gases, drugs, disease, stun blasts, or lack of air.

The sensor eye beneath one of the arms is its one soft spot, but one has to get close enough to the Scrim in order to disable it. This is extremely difficult because of the three lashing claws and the nasty spike that adorns each knee for maximum killing power in hand to hand combat.

Although not able to fly, the Scrim can run 100 mph along a level surface, leap 30' in height and length, and swim at a laborious 5 mph.
The Scrim will kick, claw, stomp, and punch to destroy its enemy. It is truly one of the most formidable opponents ever faced by REF.

Black Death Invid

As the war against the REF progressed, the Invid Regent felt that new mecha designs were needed. He ordered his scientists to design a new breed of mecha that would strike fear into the hears of the Sentinels. The Invid scientists created the Black Death Destroyers consisting of the Invid Scorpion, Invid Arachnid, Invid Mantis, Invid Razorback, and the Invid Tick. These units were to become the core forces of rejuvenated Invid Empire. The Invid Regent was extremely proud of these mecha, for not only were they the most powerful designs ever fielded by Invid forces, but more importantly they were designed and produced exclusively for his forces.

The Invid Regent insisted that all the mecha producing facilities on Optera be converted to Black Death Destroyers proved to be the final death nail for the Invid Regent. These facilities sat idle while the production bugs were worked out and only regained production once the war with the REF was effectively completed. In addition, the Black Death Destroyers proved incredibly expensive to maintain and produce.

<u>Giraa Invid "Scorpion"</u>

With the design of the Black Death Destroyers, the Invid Regent ordered a mecha so powerful that it could engage multiple REF mecha and come out victorious. This mecha, armed with the most powerful weapons and sensors ,would become the command mecha for his elite forces. The Invid research teams did not disappoint him. The Invid Giraa Command Mecha was armed with no less than 5 PL-5X, plasma cannons found on the shock trooper, and 16 PL-3L, plasma cannons on the armored scout. A volley of any of these weapons would bring an REF veritech to its knees. The Invid Giraa was given the Invid's first missile launcher system, the IM-10, mainly to use against incoming missiles but it could be used to engage the enemy at extreme distances. To guide these missiles a primitive radar system was added. In addition to the formidable ranged weaponry, four combat claws were added to rip apart any mecha foolish enough to engage in melee combat

The Invid Giraa Command Mecha proved to be the most powerful Invid Mecha fielded by the Invid during the wars with the Robotech Expeditionary Forces. However, the Scorpion as called by the REF, also proved to be extremely difficult to produce. For every Giraa Command Mecha approximately 100 Invid Troopers or 50 Shock Troopers

could be manufactured. As a result only approximately 1,000 units were created. The Giraa was for the exclusive use for the highest ranking stage four Invid in each hive or members of the elite Protoculture Death Squads formed on Optera.

The design proved to have some serious problems. First and foremost, the Giraa was severely underpowered, although four 4 x Zyerri protoculture generators were included. As a result the mecha could not fire all its plasma weapons in a single volley. Secondly, the missile system proved to be extremely inaccurate to the point that its primary purpose of anti-missile protection was a wishful thought. Finally, the REF forces took advantage of the weakness built into all Invid Mecha, that of the sensor eye. There are countless cases of Giraa command mechs destroyed with a single shot through the eye without any damage to any other location.

A majority of the Giraa Command mecha were destroyed during battles with the REF; however, no less than 10 units were spotted with the Invid Regess during the occupation of Earth. REF intelligence believes that the Invid Regess was examining these units as possible command mecha for her own stage 5 Invid; however, she turned towards the Royal Command Battloid as the incredible cost of production was too great even for her own tastes.

Iglam Invid "Tick"

The Invid Tick, as called by the REF forces, was to be a replacement for the Invid Scout. The Regent wanted a mecha that would defeat the REF by quick attacks with massive numbers. To these ends, the Invid Tick was engineered using a simple design that could be mass produced and given the largest powerplant possible, Xegurra protoculture generator used in the scout and armored scout. The Invid Tick was not given any ranged weapons for two reasons. First, any melee weapons would increase the cost of the design and most importantly they were not needed as the Tick was to engage the REF forces at close range. At that point, massive numbers Iglam scouts would overwhelm any veritech or destroid opposition.

Approximately 100,000 Invid Ticks were produced during the Sentinels wars. A majority of these were destroyed leading up to the invasion of Optera. Most of the remaining, 1,000 or so units were destroyed in defense of Optera. However, rumors abound that some 20 or so units were spotted by resistance groups on Earth during the Invid occupation. In general, the Iglam Scout proved to be even less effective than the Invid Scout, for which it was supposed to replace, as the designed proved to be severely hampered by the lack of ranged weapons and under armored design.

Larab Invid "Mantis"

As for all of the Black Death Destroyer class of mecha, each new design was to replace an old. The Mantis was to be the ground superiority mecha for the Invid forces. The Mantis was to combine the maneuverability and weaponry of the Shock Trooper with the armor of the Odeon and the hand to hand capability of the Scrim. To achieve these ends the Mantis is powered by 3 x Zyerri protoculture generators, which give it the power necessary for flight and to power the single LP-5X and dual LP-3L plasma cannons. In addition to the plasma cannons, the Larab was given two impressive anti-mecha claws on either side of the main body. These spikes are powerful enough to punch through the hardest armor on any REF mecha.

Some 45,000 Mantis were produced during the last year of the Regents empire. Of these a majority were placed in the few remaining inner systems that the Invid Regent controlled. Thus the Mantis design was very familiar to and much feared by the Sentinel forces. The Mantis successfully combined the best of all the mecha it was to replace; however, due to the decreasing supply of protoculture and dwindling manufacturing base the Mantis was not produced in the vast quantities needed to turn the rapidly growing tide against the Regent. The final 5,000 Mantis were destroyed in the invasion of Optera and it appears that the Invid Regess did not consider reviving the project on her arrival at Earth.

Larib Invid "Razorback"

The Invid Tick proved to be entirely inadequate as an aerospace superiority mecha, a new Black Death Destroyer was obviously needed. The Razorback was to be heavily armored and possess a sizable amount of ranged weaponry. The basic airframe was taken from the armored scout. Added to this was 3 x Zyerri protoculture generators, one normally powers an Invid Shock Trooper, which were needed to provide the power to propel the heavily armed and armored mecha. Ten, of the venerable, PL-3L plasma cannons were added to provide massed ranged attacks.
Although, production of the Tick continued until Optera was conquered by REF forces, the some 25,000 Razor Backs were produced during the final year of the Sentinels conflict. The Razor Back proved to be an extremely successful design. This highly armed and armored mecha when massed could take on the best that the Sentinels could throw at them. However, the lack of protoculture needed to supply these energy intensive units limited the number produced. As a result production of the Razor Back ended with the invasion of Optera. However, several hundred survived the invasion and rejoined the Invid Regess to participate in the invasion of Earth and the subsequent occupation.

Marglar Invid "Arachnid"

Early in the design of the Black Death Destroyers, Invid research scientists became aware of the need for a replacement for the venerable Crann design. The Invid Regent was fully supportive of the project. He foresaw a time in which every Invid mecha would be either one of *his* Inorganics or one of *his* Black Death Destroyers. Taking from the Crann, the Marglar was to be moderately armed, as compared to other Black Death Destroyers, but highly mobile. Thus the Marglar was given flight ability. The Margar was also given a revolutionary new protoculture sensor. Although not nearly as sensitive as those appearing later in the Regess forces, the sensor provided a great tactical advantage.

Approximately 1,000 Arachnids were created. Most were stationed in the outer planetary systems of the Invid Empire. However, the limited number and lateness in the deployment did little to determine the outcome of the war. Theoretically, the use of a protoculture sensor should have prevented the REF from surprising Invid outposts. However, this proved not the case. The Regent ordered that all the Black Death Destroyers deployed in groups. This prevented ,the highly adept at reconnaissance, Marglar from patrolling areas outside the Invid outposts and detect any incoming REF attack groups. Although, the Marglar was highly successful, none survived through the

Sentinels campaigns. However, part of the Marglar survives as the Regess incorporated the protoculture sensor as standard equipment on all her mecha after 2035.

Protoculture Sensor

The eye sensor on Invid mecha is a sophisticated protoculture sensor, capable of detecting any active protoculture power source. The sensor can be defeated by simply deactivating whatever is using protoculture and as long as the object is not in visible sight of the Invid, it will likely pass by and not realize the actual function of the object in question.

The sensor can also detect *organic* sources of protoculture. This includes any of the flower of life that are growing, harvested but unprocessed protoculture seeds, fruit of the flower of life, and more interestingly, the protoculture inherent in all Zentraedi and Tirolian clones. Any Tirolians of natural birth have too low level of protoculture in their bodies to be detected unless they are within 1m of the sensor.

The sensor can detect a Veritech Fighter (such as an Alpha) with good resolution out to 3km, fair resolution out to 6km, and poor resolution out to 16.8km. A typical destroid is detectable at 1/2 these distances, a cyclone at 1/10 of these distances, and a Gallant rifle at about 1/100 of these distances.

Invid Systems

This lists out the stats for commonly used weapons and systems found on Invid mecha.

HRG-1 Plasma Cannon

One of the earliest Invid energy weapons.
HRG-1: +0 WA, 2K, Range 4, 2 Kills, ? CP

IHM-3 Tri-Finger Laser

Hand-held weapon for the Odeon.
IHM-3: +1 WA, 3K, Range 4, 3 Kills, ? CP

ILG-X Plasma Cannon

First generation light plasma cannon.
ILG-X: +0 WA, 1K, Range 3, BV3, 1 Kill, ? CP

IM-10 Missile Launcher

This revolutionary (by Invid standards) weapon system is the first of its kind among Invid forces. Unfortunately, it proved to be horribly inaccurate.
IN-10: 2 Kills, Payload 10, 10 CP
Missiles: -2 WA, Range 8, CMV, 2.16 CP each

IMSC-1X VARIABLE FREQUENCY MULTI-MODE PHASED ARRAY RADAR:

The Kerogga possesses the first Invid deployable radar system. The system is quite advanced for its time with most of the components copied directly from captured Zentraedi and Robotech Master components. The radar is capable of full search, track, and SAR operational modes with passive ESM techniques. The system is capable of

detecting a 0 dBsm target at 50 km with alpha and beta fighter detection occurring at 66 km and 88km respectively

PL-3L Plasma Cannon

The Iigau "armored scout" mounts a pair of these on the top of the main body.
PL-3L: +1 WA, 1K, Range 3, BV4, 1 Kill, ? CP

PL-5X Plasma Cannon

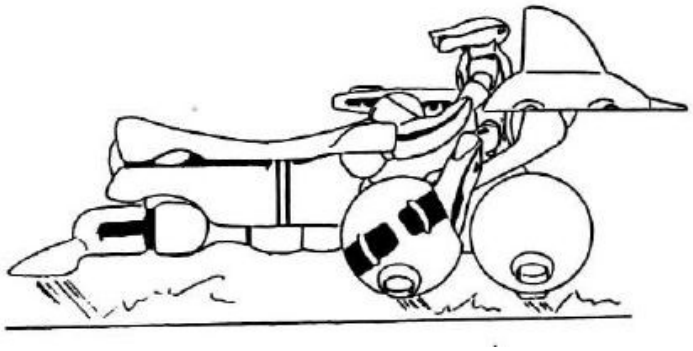
The Gurab mounts a pair of these over the top of the torso.
PL-5X: Energy Pool 2, 13 Kills, ? CP
Single Fire: +1 WA, 5K, Range 5
Rapid Fire: +1 WA, 1K, Range 3, BV6

RYR-1 Anti-Personnel Laser

Early Invid energy weapon for use against unarmored or lightly armored units.
RYR-1: +0 WA, 3d6 Hits, Range 2, 1 Kill, ? CP

Invid Assault Speeder

This hoverbike is piloted by red enforcers. It possesses no weapons, but it has a reinforced prow and pinpoint barrier to allow it to make ramming attacks.



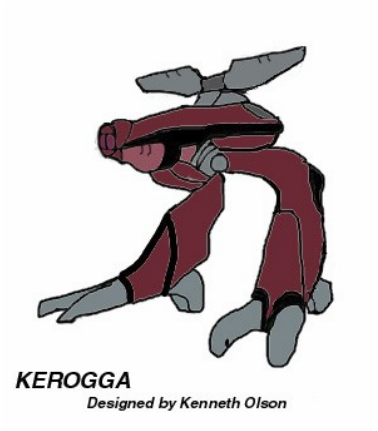
Length: 7.3m
Width: 1.7m
Height: 3.7m
Weight: 6000 kg
Speed: Mach 2.3 in atmosphere, Mach 4 in space, 240 kph underwater

Aiga Recovery Pod

Rarely seen outside of the Invid hives. It mostly serves to move around newly awakened Invid or their mecha. It may carry up to 30,000 kg of cargo/passengers.
Length: 4.6m
Width: 4.6m
Height: 3m
Weight: 4000 kg
Speed: 96 kph

Invid Mecha Profiles

Kerogga
COST: ??
Availability: ??



HEIGHT: 1.9m
WIDTH: 2.1m
LENGTH: ?
WEIGHT: 1100 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	5 (250m/round)	18 (900m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MS	8	10	MW	6	6
Right Leg		MS	5	6	MW	6	6
Left Leg		MS	5	6	MW	6	6

Thrusters	Location	MA
Thruster	?	250 kph

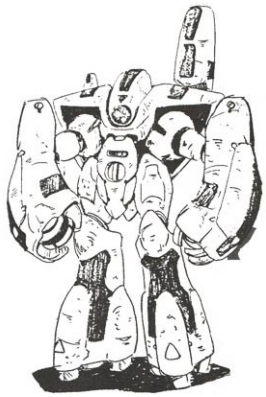
Sensors	Location	Kills	Sensors	Communications
STR Class	Torso			

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
None							

Optional Systems
Nightsight, Target Analyzer, IMSC-1X Radar

Multipliers
Environmentals (Space), Verniers (1 Main Body, 2 each Leg), Semi-monocoque, Bio-Energy Powerplant

Mular
COST: ??
Availability: ??



HEIGHT: 2.3m
WIDTH: ?
LENGTH: 0.7m
WEIGHT: 400 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	5 (250m/round)	18 (900m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MS	8	10	MW	6	6
Head							
Right Arm							
Left Arm							
Right Leg		MS	5	6	MW	6	6
Left Leg		MS	5	6	MW	6	6

Thrusters	Location	MA
Thruster	?	250 kph

Sensors	Location	Kills	Sensors	Communications
STR Class	Torso			

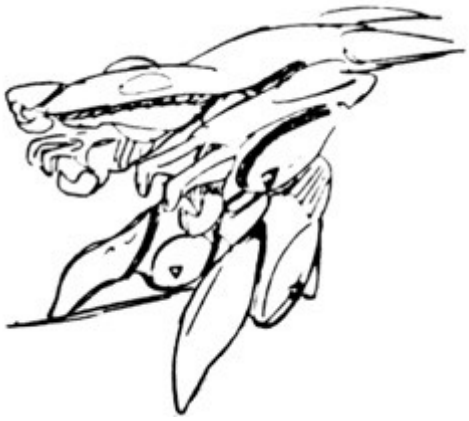
Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Claws	Arms	4K	Melee	+0	3	U	Quick, AP
Plasma Cannon	Torso						
Pulse Laser	R Arm						
Pulse Laser	L Arm						

Optional Systems
Nightsight, Target Analyzer

Multipliers
Environmentals (Space), Verniers (1 Main Body, 2 each Leg), Semi-monocoque, Bio-Energy Powerplant

Ligurab

COST: ??
Availability: ??



HEIGHT: 2.5m
WIDTH: ?
LENGTH: ?
WEIGHT: 7000 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	5 (250m/round)	18 (900m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MS	8	10	MW	6	6
Head							
Right Arm							
Left Arm							
Right Leg		MS	5	6	MW	6	6
Left Leg		MS	5	6	MW	6	6

Thrusters	Location	MA
Thruster	?	600 kph

Sensors	Location	Kills	Sensors	Communications
STR Class	Torso			

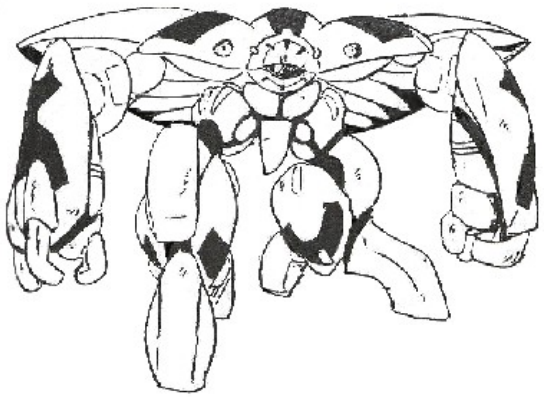
Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Claws	Arms	4K	Melee	+0	3	U	Quick, AP
Pulse Gun	Torso	1K	12	+1	2	U	BV4, Linked
Pulse Gun	Torso	1K	12	+1	2	U	BV4, Linked
Pulse Gun	Torso	1K	12	+1	2	U	BV4, Linked

Optional Systems
Nightsight, Target Analyzer

Multipliers
Environmentals (Space), Verniers (1 Main Body, 2 each Leg), Semi-monocoque, Bio-Energy Powerplant

Lagur

COST: ??
Availability: ??



HEIGHT: 2.5m
WIDTH: ?
LENGTH: 3.2m
WEIGHT: 5000 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	5 (250m/round)	18 (900m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MS	8	10	MW	6	6
Head							
Right Arm							
Left Arm							
Right Leg		MS	5	6	MW	6	6
Left Leg		MS	5	6	MW	6	6

Thrusters	Location	MA
Thruster	?	850 kph

Sensors	Location	Kills	Sensors	Communications
STR Class	Torso			

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Claws	Arms	4K	Melee	+0	3	U	Quick, AP
Plasma Cannon	Torso						
Plasma Cannon	Torso						

Optional Systems
Nightsight, Target Analyzer

Multipliers
Environmentals (Space), Verniers (1 Main Body, 2 each Leg), Semi-monocoque, Bio-Energy Powerplant

Iglam

COST: ??
Availability: 204X

HEIGHT: 2m
WIDTH: ?
LENGTH: ?
WEIGHT: 1500 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	5 (250m/round)	18 (900m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MS	8	10	MW	6	6
Right Leg		MS	5	6	MW	6	6
Right Leg		MS	5	6	MW	6	6
Right Leg		MS	5	6	MW	6	6
Right Leg		MS	5	6	MW	6	6
Left Leg		MS	5	6	MW	6	6
Left Leg		MS	5	6	MW	6	6
Left Leg		MS	5	6	MW	6	6
Left Leg		MS	5	6	MW	6	6

Thrusters	Location	MA
Thruster	?	1000 kph

Sensors	Location	Kills	Sensors	Communications
STR Class	Torso			

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Claws	Arms	4K	Melee	+0	3	U	Quick, AP

Optional Systems
Nightsight, Target Analyzer

Multipliers
Environmentals (Space), Verniers (1 Main Body, 2 each Leg), Semi-monocoque, Bio-Energy Powerplant

Larib

COST: ??
Availability: 204X

HEIGHT: 5m
WIDTH: ?
LENGTH: ?
WEIGHT: 9000 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	5 (250m/round)	18 (900m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MS	8	10	MW	6	6
Right Arm							
Left Arm							
Right Leg		MS	5	6	MW	6	6
Left Leg		MS	5	6	MW	6	6
Antenna							
Antenna							

Thrusters	Location	MA
Thruster	?	1000 kph

Sensors	Location	Kills	Sensors	Communications
STR Class	Torso			

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Claws	Arms	4K	Melee	+0	3	U	Quick, AP
Pulse Gun	Antenna	1K	12	+1	2	U	BV4, Linked
Pulse Gun	Antenna	1K	12	+1	2	U	BV4, Linked
Pulse Gun	R Arm	1K	12	+1	2	U	BV4, Linked
Pulse Gun	R Arm	1K	12	+1	2	U	BV4, Linked
Pulse Gun	R Arm	1K	12	+1	2	U	BV4, Linked
Pulse Gun	R Arm	1K	12	+1	2	U	BV4, Linked
Pulse Gun	L Arm	1K	12	+1	2	U	BV4, Linked
Pulse Gun	L Arm	1K	12	+1	2	U	BV4, Linked
Pulse Gun	L Arm	1K	12	+1	2	U	BV4, Linked
Pulse Gun	L Arm	1K	12	+1	2	U	BV4, Linked

Optional Systems
Nightsight, Target Analyzer

Multipliers
Environmentals (Space), Verniers (1 Main Body, 2 each Leg), Semi-monocoque, Bio-Energy Powerplant

Larab

COST: ??
Availability: 204X

HEIGHT: 5.5m
WIDTH: ?
LENGTH: ?
WEIGHT: 9000 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	5 (250m/round)	18 (900m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MS	8	10	MW	6	6
Right Arm							
Right Arm							
Left Arm							
Left Arm							
Right Leg		MS	5	6	MW	6	6
Left Leg		MS	5	6	MW	6	6
Right Wing							
Left Wing							
Tail							

Thrusters	Location	MA
Thruster	?	600 kph

Sensors	Location	Kills	Sensors	Communications
STR Class	Torso			

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Claws	Arms	4K	Melee	+0	3	U	Quick, AP
Plasma Cannon	Tail				13	U	Energy Pool 2, Linked
Single Fire		5K	24	+1			
Rapid Fire		1K	24	+1			BV6

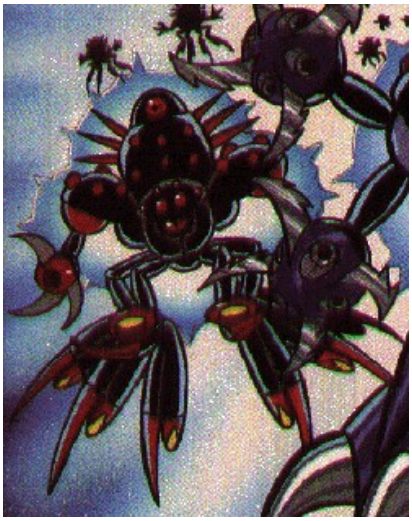
Pulse Gun	Torso	1K	12	+1	2	U	BV4, Linked
Pulse Gun	Torso	1K	12	+1	2	U	BV4, Linked

Optional Systems
Nightsight, Target Analyzer

Multipliers
Environmentals (Space), Verniers (1 Main Body, 2 each Leg), Semi-monocoque, Bio-Energy Powerplant

Marglar

COST: ??
Availability: 204X



HEIGHT: 5m
WIDTH: ?
LENGTH: ?
WEIGHT: 12,000 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	5 (250m/round)	18 (900m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MS	8	10	MW	6	6
Right Arm							
Left Arm							
Right Leg		MS	5	6	MW	6	6
Left Leg		MS	5	6	MW	6	6

Thrusters	Location	MA
Thruster	?	400 kph

Sensors	Location	Kills	Sensors	Communications
STR Class	Torso			

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Claws	Arms	4K	Melee	+0	3	U	Quick, AP
Pulse Gun	Torso	1K	12	+1	2	U	BV4, Linked

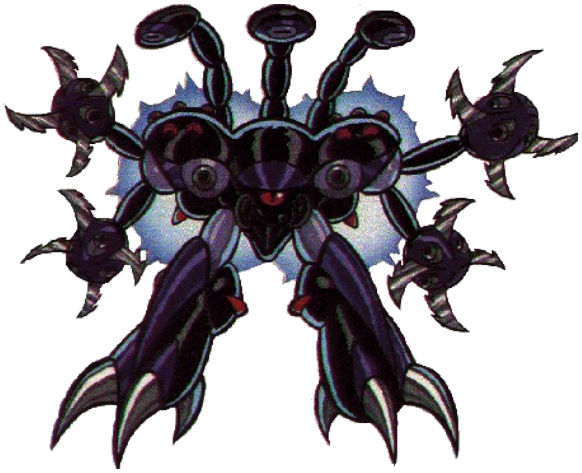
Pulse Gun	Torso	1K	12	+1	2	U	BV4, Linked
Pulse Gun	Torso	1K	12	+1	2	U	BV4, Linked
Pulse Gun	Torso	1K	12	+1	2	U	BV4, Linked

Optional Systems
Nightsight, Target Analyzer

Multipliers
Environmentals (Space), Verniers (1 Main Body, 2 each Leg), Semi-monocoque, Bio-Energy Powerplant
ACE +66%

Giraa

COST: ??
Availability: 204X



HEIGHT: 6m
WIDTH: ?
LENGTH: ?
WEIGHT: 16,000 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	5 (250m/round)	18 (900m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MS	8	10	MW	6	6
Right Arm		MS	5	6	MW	6	6
Right Arm		MS	5	6	MW	6	6
Left Arm		MS	5	6	MW	6	6
Left Arm		MS	5	6	MW	6	6
Right Leg		MS	5	6	MW	6	6
Left Leg		MS	5	6	MW	6	6
Right Tentacle		STR					
Mid Tentacle		STR					
Left Tentacle		STR					

Thrusters	Location	MA
Thruster	?	400 kph

Sensors	Location	Kills	Sensors	Communications
HS Class	Torso			

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Claws	Arms	4K	Melee	+0	3	U	Quick, AP
Plasma Cannon	Torso				13	U	Energy Pool 2, Linked
Single Fire		5K	24	+1			
Rapid Fire		1K	24	+1			BV6
Plasma Cannon	Torso				13	U	Energy Pool 2, Linked
Single Fire		5K	24	+1			
Rapid Fire		1K	24	+1			BV6
Plasma Cannon	R Tentacle				13	U	Energy Pool 2, Linked
Single Fire		5K	24	+1			
Rapid Fire		1K	24	+1			BV6
Plasma Cannon	M Tentacle				13	U	Energy Pool 2, Linked
Single Fire		5K	24	+1			
Rapid Fire		1K	24	+1			BV6
Plasma Cannon	L Tentacle				13	U	Energy Pool 2, Linked
Single Fire		5K	24	+1			
Rapid Fire		1K	24	+1			BV6
Pulse Gun	Torso	1K	12	+1	2	U	BV4, Linked
* 16x Pulse Gun							
Missile Rack	Torso	5K	64	-2	?	10	CMV

Optional Systems
Nightsight, Target Analyzer

Multipliers
Environmentals (Space), Verniers (1 Main Body, 2 each Leg), Semi-monocoque, Bio-Energy Powerplant

Hellcat

COST: ??
Availability: ??

HEIGHT: 1.2m at the shoulders
WIDTH: 1.0m
LENGTH: 2.1m
WEIGHT: 544 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	5 (250m/round)	

Maneuver Pool +0%

Servo Class	Kills	Spaces	Armor	SP	Kills	
Main Body	MS	8	10	MW	6	6
Right F Leg						
Left F Leg						
Right R Leg	MS	5	6	MW	6	6
Left R Leg	MS	5	6	MW	6	6
Tail						

Thrusters	Location	MA
None		

Sensors	Location	Kills	Sensors	Communications
STR Class	Torso			

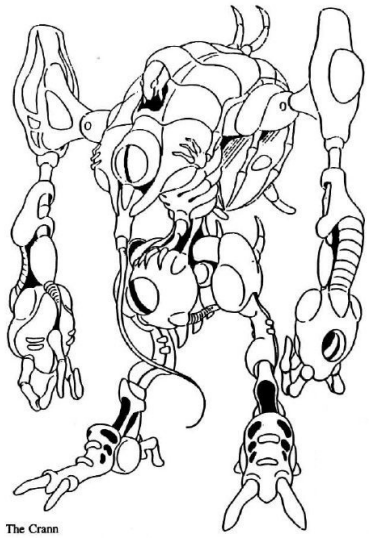
Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Claws	Legs	4K	Melee	+0	3	U	Quick, AP
Fangs	Head						

Optional Systems
Nightsight, Target Analyzer

Multipliers
Environmentals (Space), Verniers (1 Main Body, 2 each Leg), Monocoque, Bio-Energy Powerplant

Crann

COST: ??
Availability: ??


The Crann

HEIGHT: 3.4m
WIDTH: 1.8m
LENGTH: 1.8m
WEIGHT: 1179 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	5 (250m/round)	18 (900m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MS	8	10	MW	6	6
Right Arm							
Left Arm							
Right Whip							
Left Whip							
Right Leg		MS	5	6	MW	6	6
Left Leg		MS	5	6	MW	6	6

Thrusters	Location	MA
None		

Sensors	Location	Kills	Sensors	Communications
STR Class	Torso			

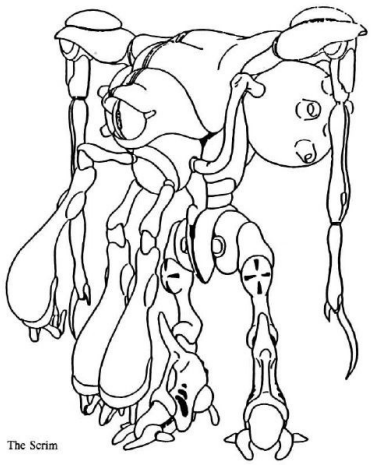
Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Claws	Arms	4K	Melee	+0	3	U	Quick, AP
Pulse Laser							
Laser Tongue							

Optional Systems
Nightsight, Target Analyzer

Multipliers
Environmentals (Space), Verniers (1 Main Body, 2 each Leg), Monocoque, Bio-Energy Powerplant

Scrimm

COST: ??
Availability: ??


The Scrim

HEIGHT: 3.4m
WIDTH: 2.1m
LENGTH: 1.8m
WEIGHT: 1224 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	5 (250m/round)	18 (900m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MS	8	10	MW	6	6
Right Arm							
Left Arm							
Right Whip							
Left Whip							
Right Leg		MS	5	6	MW	6	6
Left Leg		MS	5	6	MW	6	6
Right Pod							
Left Pod							

Thrusters	Location	MA
None		

Sensors	Location	Kills	Sensors	Communications
STR Class	Torso			

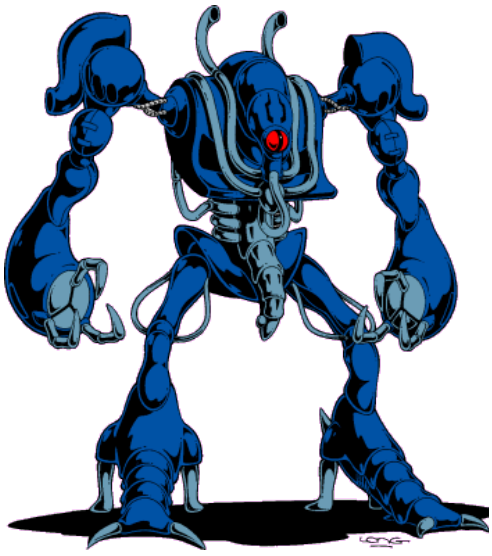
Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Claws	Arms	4K	Melee	+0	3	U	Quick, AP
Nerve Gas							

Optional Systems
Nightsight, Target Analyzer

Multipliers
Environmentals (Space), Verniers (1 Main Body, 2 each Leg), Monocoque, Bio-Energy Powerplant

Odeon

COST: ??
Availability: ??



HEIGHT: 5.2m
WIDTH: 2.4m

LENGTH: 1.2m
WEIGHT: 3400 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	5 (250m/round)	18 (900m/round)

Maneuver Pool +0%

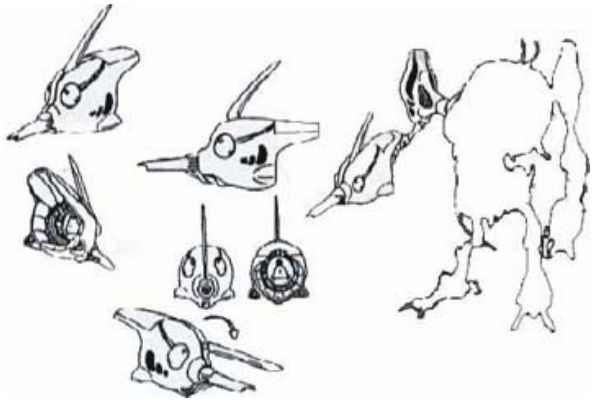
Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MS	8	10	MW	6	6
Right Arm							
Left Arm							
Right Leg		MS	5	6	MW	6	6
Left Leg		MS	5	6	MW	6	6

Thrusters	Location	MA
None		

Sensors	Location	Kills	Sensors	Communications
STR Class	Torso			

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Claws	Arms	4K	Melee	+0	3	U	Quick, AP
Pulse Gun							

Optional Systems
Nightsight, Target Analyzer

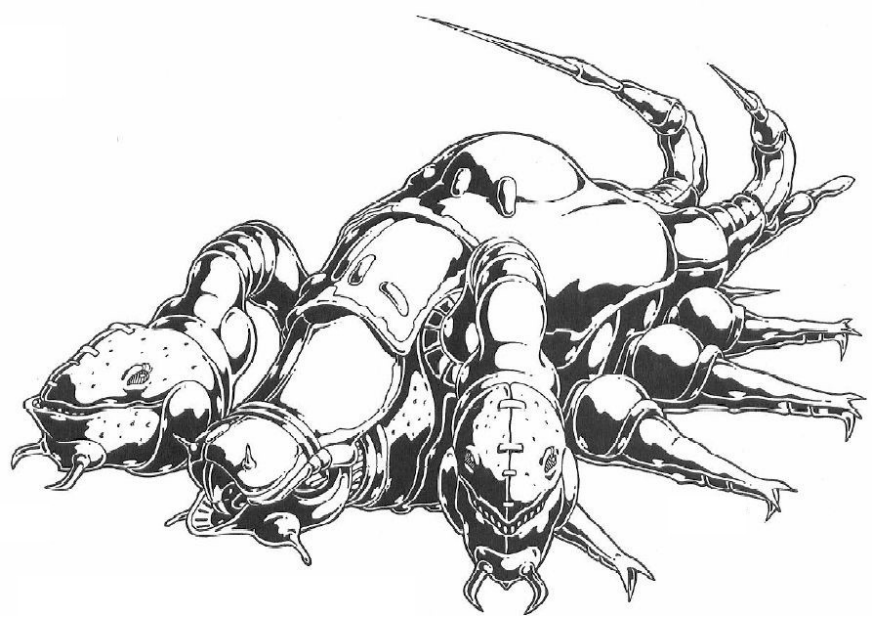


Multipliers
Environmentals (Space), Verniers (1 Main Body, 2 each Leg), Monocoque, Bio-Energy Powerplant

Invid Capital Ship Profiles

"Scorpion" Invid Assault Carrier

[text]



Length: 150m
Width: 54.9m body, 73.1m overall
Height: 44.2m
Weight: 100,000 tons
Crew: 1 Invid Brain and 6 stage-4 Invid in Enforcer armor; 1 pilot, 1 co-pilot, 1 navigator, 2 head gunners, 1 tail gunner; may have up to 10 additional Enforcers
Speed: Mach 5 in atmosphere, Mach 10 in space
Weaponry:

- 2x Heavy Laser
- 4x Light Laser
- 2x Particle Beam / Blade (tails)

Chapter 12 – The Sentinel Confederation

The Sentinels are a collection of alien races, all of which were at one point conquered by the Invid. At the end of the current Robotech story, the Sentinels included a total of 8 races: Karbonarrans, Perytonians, Praxians, Tirolians, Spherisians, Garudans, Haydonites and Terrans.

The Sentinels allied together to provide mutual protection against the Invid, and also to trade commodities and technology to each other. Below is descriptions of each of the Sentinel races except the Terrans (chapter 3-6), Tirolians (chapter 9) and the Haydonites (chapter 13), and their technologies. The Zentraedi are also nominally included, but usually consider themselves part of the REF membership.

As you can see, it will take more than scrapping our script to destroy the Sentinel Confederation!
That Praxian has some sweet cans..
I wish I still had a lower body...
Left to right: Perytonian, Garudan, Karbarran (top), Haydonite, Spherisian, Praxian

The Sentinel Confederation consists of the following members, under the Plenipotentiary Council:
Tirolian Republic
Karbarran Hegemony
Garudan Freelands
Spherisian Conclave
Praxian League
Perytonian States
United Earth Expeditionary Force

During the Sentinel War, while the Invid are driven back, the sentinels are only loosely affiliated in their common need for freedom. The Sentinel Confederation is formally established in 2040 (?) after the defeat of the Regent.

Plenipotentiary Council

The Council is made up of one individual selected to represent each signatory nation within the Confederacy, and as the name suggests, are empowered to make policy between each other in the name of their respective nations that are binding and lawful. This is due to the distances involved between the capitals of each signatory nation, despite the frequent use of Fold travel.

Assemblage

Primarily an *administrative* body, the Assemblage is made up of members of all signatory nations and houses the Confederacies Ministerial Offices. It is the only body that has the power of legislative initiative. That is, the ability to propose laws. It is also the responsibility of this body to amend and negotiate legislation.

Sentinel Confederation Ministries
Ministry of Finance Kazin Vann (Perytonian States)

Ministry of Foreign Affairs	Elizabeth Luce (UEEF)
Ministry of Trade	Patricia Talbot (UEEF)
Ministry of War	Vice Admiral (Ret) Gerald Anthony (UEEF)
Ministry of Interior	Navaal (Tirolian Republic)
Ministry of Industry	Kaal'nas Aker (Karbarran Hegemony)
Ministry of Justice	Jacinth (Spherisian Conclave)

Apella

The Apella is the legislative organ of the Confederacy. It is here that proposed laws are voted on. The Apella also acts in an advisory role to the Council. Membership in the Apella is based on population within a signatory territory. As such, currently the Karbarrans, Perytonians and Tirolians (and by proxy, humans) represent a majority over the lower populated nations.

Mandate

The Confederacy Administration decides legislation and policy that covers the macro scale of the Confederacy, that is to say, policy that applies to the whole. Mutual aspects such as defense, foreign policy, commerce, and territorial oversight are discussed, agreed upon, implemented then executed. Local policy is the responsibility of the individual territories and is generally ignored unless said local policy threatens another signatory territory or the Confederacy as a whole.

Legislative Process

Legislation can be proposed by the Assemblage in one of two ways, the first, is if a signatory territory petitions the Assemblage with a proposal. The second is if the Assemblage produces a proposal *in house*. At this time the legislation is presented to both the Council and Apella for their consideration. If both bodies sign off on the legislation the proposal becomes law, binding for all signatory territories. If there are amendments to be made or disagreements, from either body, the legislation is taken into negotiations by the Assemblage. The process repeats until either the Assemblage presents legislation that can pass both the Council and the Apella or the Assemblage kills the legislation as to contentious.

The Local Group

The Local Group star cluster covers Karbarra, Garuda, Spheris, Tirol, Haydon IV, Peryton and Praxia. All of the Sentinel worlds in this cluster have had influence from a mythical being known as Haydon. Giant statues built to honor Haydon can be found on most of these worlds.

Haydon

Through the Sentinels comic storyline, it was revealed that Garuda, Karbarra, Spheris, Peryton, Earth, Optera and Praxia all had been visited by an entity known as Haydon. Haydon had manipulated their races at some time throughout their ancient histories in his search for transcendence before creating the Haydonites.

Haydon gave life to the crystals of Spheris; created the Hin symbiosis between the Garudans and their planet; gave the Karbarrans their Ur-flower known as sekiton; created

the unisexual reproduction of Praxia; experimented in mind control on Peryton and transplanted the protoculture flower from earth to Optera to restart the evolution of the Invid. Each of the races has an "unexplained" event around 8000 BCE that jumpstarts their evolution or causes fundamental changes to their society.

It was implied that Haydon was conducting evolutionary experiments with a specific goal in mind - that is to create a species that would eventually transcend the physical universe. When the Regis accessed his memory on Haydon IV, he tells her that she has not achieved the goal and to "seek the protoculture".

To understand the Sentinels, you first must understand Haydon.

Origins

The concept of Haydon, mysterious creator-god of Haydon IV and the Haydonites, originated with *Robotech* creator Carl Macek as part of the backstory he developed for the *Sentinels* series. Per Macek's notes, published in *Robotech Art 3*, his original vision for the Haydonites had them constantly beaming information out into space, to what they believed to be their long-lost creator, Haydon. Whether or not Macek planned for Haydon to have any more involvement in the story, or to simply exist as part of the Haydonites' history, is unknown, but the idea of the absent god was seized upon by author Jack McKinney and incorporated heavily into his series of *Robotech* novels, beginning with *The Sentinels* and culminating in The End of the Circle.

The 21st century reboot of the Robotech timeline that relegated all previous non-cartoon material to a position of "secondary" continuity has left Haydon's position in continuity very vague; it is unknown if his role in the *Sentinels* storyline still exists, and certainly, the events of *The End of the Circle* have been entirely overwritten. The only mention of the character in the rebooted timeline thus far has been an exultation from Exedore using his name at the end of the trade paperback edition of *Prelude to the Shadow Chronicles*. With this in mind, this article covers Haydon's history as detailed by the novels and comics, as this is the only real source of information on him.

Quest for Transcendence

The incredibly powerful being known as Haydon was both a singular being and an entire race all in one - a cosmic giant able to divide the mass his body into potentially innumerable smaller identical duplicates. One of the first great intellects in all existence, Haydon's goal was to master the secrets of creation itself. His studies of the universe led him to immortality, and far, far beyond - in time, he eventually came to know everything the material universe had to offer, but still knew there was more, beyond his grasp. Seeking to attain transcendence and move *beyond* the material world to further his explorations, Haydon failed time and time again, eventually coming to the regretful conclusion that he had evolved as far as he was capable. That did not mean, however, that *another* race would not be able to accomplish this feat.

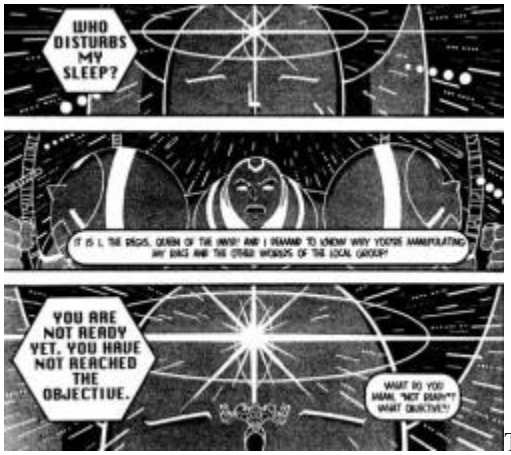
And so, Haydon set about manipulating other planets and species in the region of space that would become known as the Local Group, in the hope of evolving them to a point where they could do what he could not. First, Haydon forged a symbiotic connection between the vulpine Garudans and their planet's biosphere; second, he kick-started the evolution of the crystalline lifeforms of Spheris; he gifted Peryton with a telepathic engine that inadvertently drove the planet into an unending war; and he created an artificial world controlled by an artificial intelligence which, owing to its nature as his

fourth work, was dubbed "Haydon IV". Later still, he blessed the planet of Praxis with artificial insemination technology that allowed its all-female population to propagate.

Two worlds in particular caught Haydon's attention: a small, blue planet (Earth) and an incredible flower rich in bio-energy that was native to it, and the planet Optera, home to a race of near-mindless slug-like creatures known as the Invid. The Invid were at an evolutionary dead-end, so Haydon transplanted the flowers from their homeworld to Optera, where the Invid immediately developed an incredible symbiotic relationship with them. A mutated strain of the flowers that became known as sekiton was sent to the planet Karbarra. In fact, mutated strains of the flowers were transplanted to all of the worlds visited by Haydon except for Spheris.

Legacy

His tasks done to the fullest of his ability, Haydon elected to enter hibernation, converting his physical body into data and merging with Haydon IV, to be reawakened by the planet's Awareness when one of the races who had felt his touch finally attained the long-sought goal of transcendence. His legend lived on throughout the local group, with statues and monuments to him existing on nearly every world he had visited.



The Regis makes contact with Haydon through the Awareness.

While on his quest to seed the galaxy with the Flower of Life, the Tiresian scientist Zor communed with Haydon IV's Awareness, and learned of Haydon's history and mission. The Invid Regess similarly learned more of Haydon through contact with the Awareness; specifically, she came upon the sleeping data-form of the nascent god, and briefly roused him from his slumber, only to have him cast her out of the planet's mainframe because she had yet to achieve his goal. To spur her on her way, he left her with a single clue: "seek the Protoculture".

Reawakening

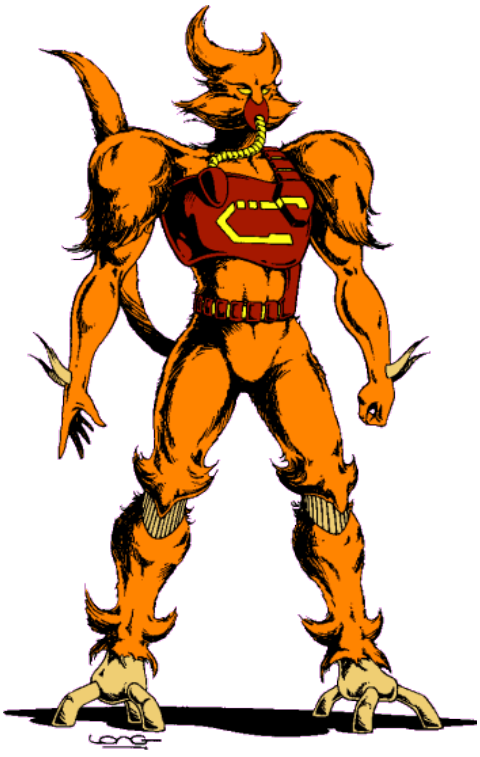
Haydon's experiments bore fruit in the year 2044 when the Regess' experiments in evolution culminated in the transubstantiation of the entire Invid race, who shed their physical forms, became merged with Protoculture as a singular entity, and travelled through the black hole of Raanath's Star to the void beyond reality. Responding to this event, Haydon IV's Awareness began preparations for Haydon's return, removing the planet from its orbit and moving it into the vicinity of Ranaath, and beginning the production of spherical ships that could safely make the journey through the black hole, piggybacking on the Invid's trail.

The Robotech Elders arrived on the planet to bear witness to the recreation of Haydon's physical form, then propositioned the near-god with a deal: knowing he would require Protoculture to power his ships, which now no longer existed, having merged with the Regess, they would lead him to a source of new Protoculture in exchange for being allowed to rule the universe after he left. Haydon agreed, and the Elders directed him to Optera, recently re-seeded with a new Flower of Life crop and occupied by the Praxians. Adopting a female aspect, Haydon addressed the Praxians directly, and ordered them to gather the flowers for him, after which, the Elders sent him to Tirol, to claim the new Protoculture Matrix created by Emil Lang, Cabell and Rem, to convert the flowers into Protoculture.

His tasks done and his ships fuelled, Haydon immediately betrayed the Robotech Elders and dragged them along with him as he travelled through Ranaath's Star and into the extra-dimensional "newspace" created by the Regess. Haydon and the Regess collided, and Haydon triumphed, taking possession of newspace to use as a *tabula rasa* for him to conduct his experiments upon, leaving the old world behind.

The Garudans

Star System: Rhestad (red giant, G9III)
Orbital Distance: 8.5 AU
Orbital Number: 2nd planet of the system
Orbital Period: 780.203 standard earth days
Gravity: 1.03g



Garuda is an Earth-like planet, with near to 48% of its surface covered in water - but while the total percentage of water is lower than Earth's, Garuda seems to enjoy a more even distribution of it, leaving only 2.3% of its continental surface as a dry, hot desert-like environment. Some cold deserts do exist, but only run to about 4% of the surface and they themselves become rather saturated during the heights of summer.

There are three continents on Garuda: Amphur, the largest at 76% of the land-mass, running as a deformed ellipse North-West to South-East across the Equator; Diparn, 16% of Garuda's land-mass, a vaguely starfish-like shape in the Southern hemisphere to the West of Amphur; and Rashif, the smallest continent at 3% of the planetary land-mass, slightly reminiscent of a Garudan forearm and clawed hand, located in the Northern Hemisphere to the East of Amphur.

With 6.3% of the surface given to a desert-like environment, both hot and cold, another 12% is taken by mountainous terrains of various types. The most impressive would be the Geparu Ranges on Diparn, with sheer cliffs of up to 5 kilometers in height. The highest Garudan Mountain, Hailas (12km), can also be found within these ranges.

10% of the continents is rivers and lakes, only 4% of the surface is given to grassy plains (generally in valleys), and Garuda's famed forests take another 47.5% of the planetary ground-surface. Garuda's last major environment, its marshes, covers 20.1% of the continental surface. These marshes are distributed almost evenly over Garuda's three continents, with only the high-mountainous regions free of them.

It is interesting to note that although industrialization has taken its toll here as on most other planets, much of its physical impact was softened by the Garudan's choice of location for their industrial complexes - almost all were built in the deserts or in mountainous terrains - and the fact that Garudan housing is built to blend into the forests' canopy. The only city not built along these lines is Garuda's only planetary space-port, Brophen, on Rashif. Only one spaceport is maintained on-planet as most of Garuda's interplanetary transactions take place in orbital stations, away from Garuda's anomalous atmosphere.

Garudans themselves, while similar to a bipedal Terran fox in outward appearance, seem to have more in common with the Terran arboreal squirrel; the lean fore-arms and curved claws, the strong but nimble legs, the clawed feet and the ability to bend in almost impossible directions, have all made the Garudan the undisputed ruler of the forests. While there still are predators that endanger individual Garudans (much like crocodiles, sharks and other predators do Man on Earth), the mastery of the planet belongs to one species alone.

About 2 million years ago, the first animal directly recognizable as the Garudan's distant ancestor appeared in the forests of Amphur, Garuda's largest continent. Following a somewhat hesitant evolutionary path (one branch of which is the burly Gtan, the 'Great Ape' of Garuda), Garudans first attained the point of industrialization by 11240 B.C.E. In 10122 B.C.E., a bio-chemical agent was released into Garuda's atmosphere. Although records of the time were mostly destroyed in the chaos following, it seems certain that the agent escaped from a military installation - Garudans, like Humans, flirted with bio-weapons as a means of warfare. But here Earth escaped these troubled times almost untouched, Garuda fell. Over the next few days the agent covered the entire Biosphere, causing untold damage. The primary aim of the agent was to produce a toxin which disrupts the higher centers of Garudan brain-activity, causing the host to experience hallucinations, loss of co-ordination and, eventually, brain-death. Much of Garuda's wildlife was left unaffected, although the Gtan - to this day - seem to suffer from a severely short attention-span. This event was to be later known as *The Chaos*.

As with every pandemic, there were those whose bodies resisted the toxin. But this immunity did not seem to be dominant in the genetic makeup of the Garudans. Almost 80% of Garuda's population died within a few months of the agent's release. Of subsequent births, only 11% lived beyond the first few days. Given time and a stable biosphere, Garudans might have had a chance to adapt to their new environment... but with the rapid mutation and development of the bio-agent, and the subsequent release of new toxins into the atmosphere, Garuda seemed destined to become a dead planet - the bio-agents found, in Garuda's marshes, an almost perfect breeding ground and reproduced at an explosive rate, covering the planet with their toxins.

However, somewhere around 8050 B.C.E. an event changed Garuda's fate. While no hard records remain of this event, almost all of Garuda's religious texts contain a reference to it - a time of great heat came to Garuda, killing off some plants and animals,

making others stronger. What this 'time of great heat' was is unknown - many speculations, ranging from a 'blip' in Rhestad's life-cycle to the passing of a flaming meteor, have been presented. What **is** fact, however, is the recovery Garudans made after the event; over the next few centuries birth-rates went up, instances of insanity went down, and the now-famed Garudan Intuitive Awareness (also known as the Hin) came to develop. No longer were the Garudans negatively affected by the myriad of 'pollutants' in their atmosphere; they thrived in its presence, their mental processes now enhanced by the chemical soup around them.

The biological agents and their toxins had not, in fact, diminished in intensity - a fact many first-time visitors to Garuda would later attest to. Without exception, all carbon-based atmosphere breathers will be affected to one degree or another by Garuda's atmospheric mix. The exact effects vary wildly from species to species - Terragens suffer from extreme paranoia followed by hallucinations eventually causing cardiac arrest, while Karbarrans suffer an almost total loss of their nervous system. Perytonians, on the other hand, suffer nothing more than an itch of the skin - but unrelenting and severe enough to drive them mad after a few days.

But as the Terran saying goes, this gift was a double-edged sword. For while they are now safe from their own atmosphere, Garudans are unable to survive away from it. Absence of more than a few hours produces paranoia. A few days, and the Garudan experiences withdrawal symptoms of a severity unmatched by any artificially-produced hallucinogen. After two weeks, the Garudan simply ceases to live. Conditioning can, in many cases, help the individual spend longer periods away from the psycho-active ingredients collectively known as the Hin (Note that to the Garudan, the toxin and its effect upon them are considered one and the same). The record for prolonged separation from the Hin is 7 days 2 hours 43 minutes and 5 seconds before the first withdrawal symptoms set in. But due to the Hin's incorporation into many of the Garudan's Religions, many view this attempt at even temporary non-dependence to be unsavory, if not heretical to some of the more extreme cults.

With the memory of their near-total catastrophe still fresh in the collective mind of their society, the Garudans rebuilt their industry from scratch. With most of their cities destroyed and most of their fuel sources running dry, it took over ten-thousand years for the Garudans to recover from the blow their war-like tendencies had dealt them. The major stumbling block was the almost-total destruction of their repositories of knowledge, both in the forms of books and electronic literature and in the loss of most of their engineers, scientists and other holders of knowledge. For the first few centuries, Garudans slid backwards on the civilization scale at a tremendous rate before finally beginning to make head-way towards a recovery.

Caravans and trade-routes began to take shape, and a group of Garudans arose to meet the trading needs of the planet. To facilitate bartering, the Traders evolved a language which is known as the Trader's Dialect - a simpler offshoot of the Garudan's Holy Language used in all religious meetings of the Rhinsah. The Trader's Dialect is still the language of choice when Garudans deal with outsiders, as it is a simple yet powerful language, without much of the social complexities of everyday-speech.

With the help of the Traders, Garuda's population once again began to expand and fill the continents. Science, for so long believed to be a Black Art, enjoyed some revival in the Traders' attempts to facilitate their movements across Garuda's terrains. How

instrumental were these Traders to the recovery? Their success can best be seen in their current society, for almost all of Garuda's richest families owe their fortunes to a Trader ancestor.

Eventually, in 1014 C.E., Garuda was back to the level of technology it had enjoyed just prior to The Chaos, but the new social infrastructure - based on the dual problem of their original lack of numbers and their growing dependence on the Hin - took longer to build.

Current-day Garudans are a deeply courteous people as a whole. Their existence seems centered on contact with the Hin. A typical Garudan greeting, here rendered in the Trader's Dialect, is done by the raising of both hands, palm forward, and saying "Gheths'par dravio Hin shann. Fvidrro d'elrach." This translates roughly to "I have glimpsed Unity. May we forever share breath." This concept of 'sharing breath' is at the core of Rhinsah, Garudan's major religion, and seems to entail the concept of sharing of mind and emotion. However, the Garudans are adamant that the full concept of Fvidrro cannot be properly understood without surrender to the Hin.

Around 1040 C.E., Garudans discovered space travel and reached their local satellite. Having experienced the fear of extinction due to a single planetary catastrophe, Garuda re-doubled its effort to conquer the stars - an endeavor difficult due to the limitations placed upon them by their dependence on the Hin. Life on other planets was impossible for Garudans short of total Garudaforming or the reliance on the Hin growth-incubators. Space stations, of course, relied entirely on the incubator systems (although some success was achieved by a few stations willing to sacrifice a large amount of their inner-surface to Garudan flora and fauna in an attempt to generate the Hin 'naturally').

In 1278 C.E., first contact between the Garudans and a Tirolian Merchant fleet en-route to Karbarra occurred. It resulted in disaster - remembering first-contacts with Karbarra, Haydon IV and Spheris and the trade opportunities opened by these contacts, the Trade-Commander sent a ship to parlay with the Garudan before checking for biological incompatibilities. Upon contact with the Garudan scout vessel, the contact ship fell prey to one of the bio-agents' toxins in the Garudan atmosphere. Within minutes, thanks to the efficient air recyclers aboard the Tirolian ship, the entire crew had suffered brain seizures. The entire incident might well have resulted in interplanetary war had the Merchant Fleet not had, within its fold, Senator Viphardt. The Senator immediately ordered all Tirolian ships to withdraw and stand down. This done, radio communications were established and - eventually, after an extensive session of language-learning on both parts - biological information and air samples exchanged between the two parties. Ironically, this incident would have been less severe had First Contact happened in a planetary biosphere, as the Garudan bio-agents have a limited life-span and come out second best when in contact with a biosphere other than Garuda's or a Garudan bio-culture tank.

Relations between Garuda and the rest of the Local Cluster, once established, remained good for the next 80-odd years. Then, in 1361 C.E., A coup-de tat on Tirol saw the overthrow of the Republic and the setting up of the Triumvirate government. Garuda, in shock, withdrew from the Local Cluster and began to prepare itself for an invasion it knew would come.

In 1362 C.E., Tirol sent Zentraedi to take Garuda by force. The Zentraedi were ordered to take the planet with minimal damage and started by setting a beach-head in an

isolated part of the Taroohm range. This first attempt at taking Garuda failed - during one night, Garudan commandoes infiltrated the Zentraedi camp and sabotaged the giants' dome by destroying its life-support system. Sentries and stragglers were taken care of on a person-by-person basis. By morning, all Zentraedi lay dead or dying.

The Robotech Elders, in retaliation, ordered the 11th Zentraedi fleet to invade Garuda and to destroy a large section of forest. Once a large enough area had been cleared, an invasion force landed and began 'pacifying' Garuda. For twenty-six months, the fighting went on - the Zentraedi shooting and killing, taking little time for sleep. Attrition was high on both sides, but the Zentraedi had both numerical and weaponry advantage - finally, in 1364 C.E., the Garudan planetary government surrendered. Garuda had fallen. The Zentraedi were withdrawn and a Tirolian occupation force was set up. Life as a Tirolian Protectorate was hard and uneventful, save but for a few revolts ruthlessly squashed as soon as they appeared. Then, in 1998 C.E., a joint Tirolian/Zentraedi group appeared in Garuda's skies, bearing Zor and the seeds of the Invid Flower of Life. For nearly two months, Zor's Battlefortress circumnavigated the globe, seeding as he went. When he finally departed, Garudans began to notice the shoots of a new plant appearing wherever the forest parted enough to admit sunlight. The Flower of Life had arrived on Garuda and taken root. By 2024, Garuda found itself once again under attack, this time by the Invid Regent's fleet.

The attack by the Invid was quick and brutal. Garudans offered no overt resistance to the Invid but captured several Tirolian Bioroids by killing their pilots and hid the mecha. Eventually, these Bioroids would become the fore-front of the Garudan Resistance. At the same time, another group of Garudans who had been waiting for a chance to do so, took control of a Macross-class Border Fleet Battlefortress in Garudan Orbit. The Battlefortress had been left behind due to its lack of Protoculture supplies and the Garudans wasted no time in introducing a batch of stolen Protoculture to the Reflex furnaces. With the Battlefortress now active, the crew attempted to stop - or even slow - the invasion, but eventually withdrew to post-lunar orbit when it became obvious they were no match for the Invid.

The Tirolian division left at Garuda was overwhelmed in a matter of minutes. The victorious Invid began to construct hives and planetary defenses, blockading the orbital regions of Garuda to prevent interference with their conquest.

Unable to return, the captured Tirolian Battlefortress gave up all attempts to rescue Garuda and headed off into space. Eventually, the ship met with a rebel Karbarran fleet, the sole surviving ships of the prior invasion of Karbarra by the Invid. Together, these ships formed the core of the nascent Sentinels.

On Garuda, without outside help, the Resistance floundered. Its attacks were nothing more than annoying stabs at the Invid's unprotected flanks. As the Invid had once been to the Empire, so were the Garudans now to them. Unable to find the Rebels headquarters, the Invid began setting traps - but with the help of their supporters, the Resistance managed to avoid them.

In 2031, help finally arrived on Garuda in the form of the Sentinels - a group of fighters formed from all the planets of the Local Cluster as well as a splinter group of the Robotech Expeditionary Force. With the help of the Resistance, the Sentinels managed to push the Invid off Garuda - but not without some cost. By the end of the battle, half of the Sentinels' command staff had been infected by the Garudan atmosphere. Although a

serum to Garuda's atmosphere had been known since 1296 C.E. for most species in the Local Cluster, a problem still remained. The serum works by counter-acting the toxins released by the bio-agents and the regime has to be kept up so long as the patient is in contact with the bio-agents. As such, each batch of serum has to be tailored for a particular species (and in some extreme case, for each particular individual). To make matters worse, the serum, like many others, has a very short shelf-life and can not be stored for any length of time. The race to manufacture a Terragen-compatible serum in time was eventually won - the serum used for Tirolians was found to be a close analogue of the required formula and was modified to suit as a blanket serum for all Terragens. With the eventual defeat of the Invid Regent, the Invid forces in the Cluster broke into myriad pieces. By 2043, a concerted effort was made to systematically patrol the Local Cluster and its fringes and remove the last of the Invid War Machine from it. Garuda joined the mop-up operations. While they saw service in many branches, the Garudans particularly excelled as advanced scouts - their ability to leap from place to place and to ascend seemingly un-climbable surfaces making them the perfect operatives for Intelligence gathering.

Garudans found the war harder than most, as their atmospheric requirements made service with other races a touchy subject. Few captains allowed Garudans on board, while many of those who did required the ships to be physically segregated into independent sections. It was eventually found expedient to allow the Garudans to crew their own ships.

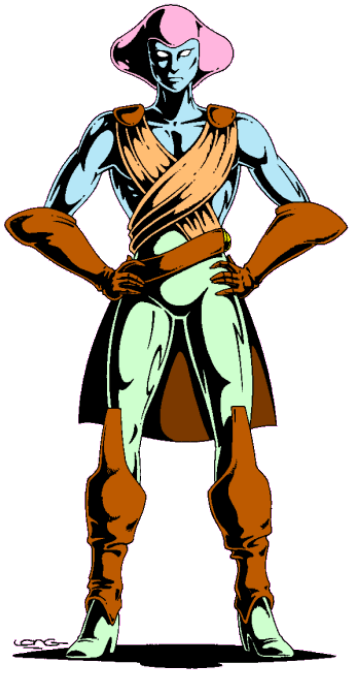
When the Robotech Expeditionary Force finally left for Earth in 2044, Garuda had finally purged itself of the shadow of the Robotech Masters as well as the taint left behind in the forests by the Invid Protoculture farm-domes.

Garudan Timeline

Year (Earth Calendar)	Event
2,000,000 BCE	First animal on Garuda that is the Garudan ancestor.
11,240 BCE	Garudans reach industrial age technology
10,122 BCE	Chemical warfare agent released into Garudan atmosphere
8050 BCE	The Great Heat. A wave of extreme heat washes over Garuda (possibly a warm cycle of their star). Around this time, birth rates went up and insanity went down, and the Hin develops. [Possible involvement by Haydon]
1014 AD	Garuda returns to industrial age technological level.
1040	Garudans achieve space flight and land on Garuda's moon. The decision is made to colonize other worlds.
1278	First contact with the Tirolians.
1361	Garuda breaks contact with Tirol after a coup-de-tat overthrows the Tirolian Republic (the formation of the Robotech Empire) and they prepare for the expected invasion.
1362	The Zentraedi invade Garuda.
1364	After 26 months of siege, the Garudan government surrenders to Tirol.
1998	Zor's battlefortress seeds the flower of life over Garuda.
2024	The Invid conquer Garuda and force the Garudans to farm the flower of life for them.
2031	REF liberates Garuda
2043	Garudans systematically purge remaining Invid from their system
2044	Many Garudans serve in the REF as forward scouts and sappers

The Spherisians

Star System: Liantha (yellow star, G3V)
Orbital Distance: 0.9 AU
Orbital Number: 4th planet of the system
Orbital Period: 315.470 standard earth days
Gravity: 0.68g



With an axial tilt of almost 43%, Spheris is renowned for its wildly delineated seasons. It is also, without doubt, home to a lifeform even more bizarre than that of Haydon IV.

Spheris itself is a departure from the norm; there is no liquid water to speak of and carbon seems to be scarce. The most common element on the planet is silicium, present - with some impurities - as a quartz-like crystal called 'risia', reminiscent of the piezo-electric crystals of Earth. While agglomerations the size of a mountain exist, the most common size for the risia crystals is on the order of microns, an agglomeration of a dozen-or-so atoms. These microlodes seem to have been ground down to their current size from larger deposits by the never-ceasing winds which play across the planet in a chaotic pattern.

Risia is an interesting crystal, one which forms the basis of many of today's technological instruments. Capable of converting sunlight to energy with an efficiency approaching 91%, risia is also capable of storing it - the larger crystals have, on occasion, discharged themselves when the potential held was too great. Walking around on Spheris is, for non-Spherisian, an experience which requires heavy insulation to be worn - mild shocks from the 'ground' are common and a few deaths a year occur due to a heavy discharge from a nearby storage-crystal.

Another property of risia is the fact that it is very sensitive to radiations of various kinds, depending on the size and shape of the reception crystal. When Karbarrans first discovered Spheris in 812 C.E., almost-immediate uses could be found for even raw Spherisian crystals in power-conduits and sensor equipment. The more sensitive of the Robotech Masters' Protoculture sensors were found to contain exquisitely carved risia crystals at the heart of their machinery, and Spherisian crystals are at the center of the Expeditionary Force's EM warfare technology.

Life on Spheris did not evolve but seems to have spouted fully formed in the shape of the Spherisians - formless masses of microlodes with the ability to think and move. How this happened is not known, although the current theory calls for Spheris to have encountered an anti-matter meteorite. The resultant detonation would have been sufficient, according to the theory's proponents, to start the life-cycle of the modern-day Spherisian.

But what is a Spherisian? To understand the answer, one must first come to terms with the fact that as far as Spherisians are concerned, **who** they are defines **what** they are. Indeed, a Spherisian at rest is nothing more than a blob of microlodes with no discernable

shape. To understand this, it is necessary to take a step backwards and look at the strange creation process that produced the Spherisian.

Spheris, for most of its existence, was a sterile planet covered with seas of microlodes, akin to the Marea of Earth's moon. In 8240 B.C.E., at best estimate, something upset the balance of Spheris' microcosm. As stated before, the current theory calls for an anti-matter meteorite - but whatever the exact nature of the catastrophe, a large amount of both 'hard' and 'soft' radiation was released upon the planet. Somewhere, maybe in multiple places, a set of microlodes began to resonate with the radiation and to create a self-sustaining resonance amongst the individual microlodes. The result was a series of piezo-electrical discharges strangely analogous to the firing of neurons in a Terragen brain. Life had arrived on Spheris.

The exact manner in which the Spherisian creation happened can only be guessed at. Since most of their energy came from solar emissions, the first Spherisians must have had a large surface-area to allow for as much exposure to sunlight as possible - Liantha seems to supply 'food' to the Spherisians at about 4.1 food calories per second per square meter, requiring a modern-day Spherisian to spend about 4 hours a day in Liantha's sunlight to sate its energy requirements. Due to the nature of the terrain, there is very little free water on Spheris; what water lies on the ground soon either evaporates from the sun or from the surface-discharge of the risia crystals. As such, there are large banks of clouds forever roaming the planet dragged around by Spheris' chaotic winds. Sometimes, these clouds gather and a period of darkness begins in the area, with Liantha's sunlight blocked. When this darkness continues for a couple of days, as can happen sometimes, Spherisians must find other means to nourish themselves.

Subsequent 'generations' of Spherisians moved towards smaller, more compact forms. This might surprise some, for if the entire body of a Spherisian is made of risia microlodes and if microlodes are where a Spherisian's consciousness resides, surely the more microlodes the better. Not quite. Soon after the Spherisians were 'born', mobility came into being. In this, the Spherisians found that the pattern of their thoughts quite distinctively modified their appearance - a Spherisian can move by literally thinking itself to where it wants to go. But the larger the mass, the greater the concentration - and the energy - required by the Spherisian to hold a particular shape. As Spherisians discovered the energy accumulation and storage capabilities of the larger risia crystals, Intelligence-potential battled with practicality, and in the end practicality won - the smaller and more mobile of the Spherisians became the prominent lifeform on Spheris, at the cost of increased reliance on the energy-storing crystals.

It is interesting to note that some Spherisians traded on their intelligence in return for an increase in mobility and energy management. The Spherisians became small, spherical blobs of risia with the occasional tentacle as required, their intellect pared to the minimum, barely more intelligent than a Terran panther - and just as deadly. The Spherisian predator had appeared, a blob of risia no larger than twenty centimeters in diameter, but capable of incredible speed and with a tenacity equal to none. These predators, hunting alone, would stalk a 'normal' Spherisian, then attack one of its limbs, interrupting the flow of energy within the organ and taking it for itself. Sometimes, if the predator was sufficiently gorged, it would use the risia from the prey's own limb to create a duplicate of itself... a hungry duplicate at that (see sections on Spherisian combat and

procreation). The Spherisians react to these predators in roughly the same manner a Human would react to the approach of a crocodile or a great white shark.

The physical make-up of a Spherisian is in itself very simple - a mass of risia microlodes whose functions differ slightly depending on the arrangement of connections between groups of microlodes. Spherisian sensory instruments are geared towards receiving and transmitting electro-magnetic radiation - although a set of vibratory organs akin to the ears and throat were later developed to aid in communicating with non-Spherisians. The sense of touch, for example, comes from variation in electrical properties of their 'skin' as the object comes into contact, much akin to the way optical fibers are used in many modern-day structures to detect and calculate stresses upon the structure. The sense of smell, on the other hand, is completely unknown to a Spherisian, as is taste - although an analogue of 'taste' can be made with the sensations felt by a Spherisian as it agglomerates more risia microlodes into its body.

With the development of both motive power and superior energy management capabilities, it was only a matter of time before disagreements arose between the Spherisians. A Spherisian cannot be hurt as a carbon-based lifeform can be - there are no pain centers, nor any nervous system to speak of. When you physically rip an arm off a Spherisian, all you end up with is a handful of rapidly-melting microlodes and a slightly lobotomized (and severely annoyed) Spherisian. The extent of the 'lobotomy' has been greatly reduced over the years by the shifting of nearly all of a Spherisian's consciousness to the main body mass and only keeping as much mental functions in the limbs as is required to give them shape and movement. For a Spherisian, healing 'wounds' is as simple as going to a free source of microlode and absorbing some of it back into the body-mass and re-learning the missing memories and skills. In the most severe of cases, a personality shift is noted but it is considered impolite in Spherisian society to comment upon it. As such, Spherisians would seem to be both indestructible and immortal. But this is nowhere near the truth. The dangers to Spherisians are themselves, boredom and, lastly, civilization (We will leave out energy-starvation as obvious and not necessitating going into).

During Spherisian history, wars have been found where Spherisians died from extreme trauma. To a Spherisian, this happens when there is no longer enough body-mass to keep the resonant waves, the 'Spherisian consciousness', going within the Spherisian. Throw a large enough boulder at a Spherisian and you shatter its body, killing it. Another way a Spherisian can be killed by another Spherisian is by personal duels, where the two Spherisians melt into one mass and the two intelligences vie for supremacy of the body. Eventually, one of the 'consciousnesses' will be overwhelmed by the other and suffer the Spherisian equivalent of death. To the winner, several things can happen - it may have suffered too much damage to its consciousness, or it may have used too much energy in the struggle. If either of these cases happens, the winning Spherisian generally dies soon after its victory. If a Spherisian suffers mental damage but does not die, it may spend a long time in rehabilitation before it can interact with society again. If the winner does not die, it is generally left with the body mass of two Spherisians to occupy.

Usually, the winner will simply remove its consciousness from the extra mass and discard it. However, if it chooses to do so and has enough of an energy reserve, the Spherisian may choose to first place a duplicate of its mental processes into the extra risia mass and spawn a new Spherisian, what carbon-based lifeforms would consider a clone

of itself. Eventually, though, the new clone develops a personality of its own due to the differences in stimuli between itself and its parent. It should also be noted that spawning did occur outside of warfare; a Spherisian would gather a mass of risia microlodes, then clone itself into it. This method, however, was (and still is) much more prevalent during the summer period, although the amount of spawning during the year was barely enough to keep the total population of Spheris above the Zero Population Growth level.

Since a Spherisian's outward appearance is determined by the mind-set of the Spherisian, it is possible to see Spherisians in any conceivable shape. A quivering mound of microlode is typical of a Spherisian deep in thought. But this also presents another problem to the Spherisians - if mental activity is not kept up, the Spherisian starts dissolving until, once again, there is no longer enough body-mass to sustain high-level mental activity. Past a certain point, this 'depression' is fatal and no amount of help will save the afflicted Spherisian.

The last source of danger for a Spherisian comes from high-powered technological artifacts. Any high-energy discharge near a Spherisian would literally shatter its intelligence. A constantly running power source, like a generator or a deep-freeze, would result in the Spherisian equivalent of madness. Luckily, a method of dampening these 'modern emanations' was developed by the Karbarrans to allow Spherisians longer contact with the other races. This method was eventually used by the Robotech Research Group as the basis for the theory behind the Electro-Magnetic baffling used on REF Mecha after Spheris' liberation in 2032 C.E.

Spheris society, unlike Terran society, evolved around the need for energy absorption and not the need for procreation. Small tribes evolved and defended their energy-storing microlode nodes. Winter was an especially trying time for the Spherisians - with the sunlight reduced, they would become fiercely competitive and wars would erupt for the control of energy-absorbing crystals. Spherisian attrition was high during winter, but somewhat mitigated by the fact that the winner, having won control of an energy-source, was very likely to spawn off a new Spherisian after its victory.

An interesting development from these winter wars was the Spherisian ability to travel vast distances around Spheris. First developed as a means to surprise the enemy, the Spherisians soon became aware that with intense concentration they could melt their body-mass back into a risia-sea and move their consciousness with great speed towards their destination. A set-back of the early attempts to use this mode of transportation was the amount of energy consumed by this - an attacking Spherisian would more likely than not arrive short of energy and be easily defeated. From this rose the concept of war-groups and, in some instances, even armies. It is interesting to note that even to this day, energy-stations are available on the shores of the Spherisian seas.

As such, the Spherisian society soon developed as a feudal one, with 'lords' presiding over hordes of energy-crystals. Wars became few and far between, but even more destructive when they did happen. With a lack of metals, combat was still limited to hand-to-hand and, in some cases, mind-to-mind. The population of Spheris eventually settled to around the 1.5 billion mark. While some of the combatants did discover a way to create crude lasers from the crystals, the chance of a rebound from a stray shot made these long-range weapons impractical, especially in light of the fact that a Spherisian could simply increase its bulk and absorb most of the energy fired at it, given enough of a warning and risia microlodes.

Then, in 812 C.E., a Karbarran scout vessel landed on Spheris. Luckily, the landing itself was made well away from any settlements, and thus the ship's engines did not disrupt any Spherisians. The Karbarrans were surprised by the crystal planet and risia's ability to absorb and refract any radiation directed towards it. Attempts to negotiate were immediately started with the Behavior settlement for the export of large risia crystals. Eventually, the Karbarrans discovered that Spherisians, while unable to hear them speak, could pick up some of the Karbarran radio transmissions by natural means. Transmitters were modified to appropriate frequencies and a language-exchange soon followed. By 813 C.E., Karbarra's major power stations had been re-geared to use the crystals to fine-tune their generators. By 815 C.E., new long-range sensors were being produced which used only a fraction of the power previously required. Spherisian crystals became in demand, but their availability was low and their price, when factoring in the cost of transport, was high. Negotiations were opened with other large Spherisian settlements by rival Karbarran companies in an attempt to cash-in on the demand - suddenly, Spheris found itself dragged into the Universe. Payment to Spheris was first made in the coin of Information - knowledge of the star systems beyond the Spherisians' own. Later, the emphasis changed from Knowledge to Food as Karbarrans began to pay by building fission powerplants. Spherisian energy demands were being met for the foreseeable future.

This contact with the Karbarrans brought about a number of changes in Spherisian societies. Fearful of the destruction of their way of life, Spherisian 'lords' began to sign peace treaties amongst themselves. Large tracts of Spherisian seas were declared 'open lanes' for traffic to go through unhindered. And, most importantly, Spherisians became aware of the concept of reproduction - something which, for them, was simply seen as a by-product of conflict was suddenly presented to them in a new light. Spherisian philosophers immediately began discussing this new concept, trying to understand its implications for Spherisian society as a whole.

By 1110 C.E., the philosophical question was still not resolved, even though it had been raging for the last 300 years. This, however, did not seem to matter to the average Spherisian-in-the-risia. Since Spheris' contact with Karbarra, wars had become almost non-existent and cities had been built. For the first time since Spherisians had arisen from the risia seas, Spheris was enjoying prosperity and peace. Some of the populace began to outwardly imitate the physique of their Karbarran visitors, becoming large, crystal-like bears.

In 1117 C.E. came the news that a new race had contacted the Karbarrans. Soon enough, Tirolian ships began making their appearance in Spheris' skies. This new race, unlike the Karbarrans, seemed to be composed of two physically different types. While the concept of Male and Female had been introduced by contact with the Karbarrans, it was with the appearance of the Tirolians that it finally took hold. Almost overnight, Spherisians began to mould themselves into different genders. 1118 C.E. was the first appearance of the 'Aesthetically Pleasing' Tirolian-like Spherisian, according to the annals of the Spheris Polymorphic Society. The SPS was formed to ensure no Spherisian deliberately impersonated another - it was, and still is, a legal requirement that body-sculpts be registered with the SPS when a Spherisian becomes adult, and there-after whenever it changes its shape to a new one. This registration bears much similarity to the registration of coats-of-arms in Earth's Medieval times.

With the sudden popularity of the concept of Genders, the debate as to the validity of conception began to take on a new fervor. While previously only held by some of Spheris' most distinguished philosophers, the debating started to take hold in the popular press. A crisis occurred when the first Spherisian mixed-consciousness child appeared in 1119 C.E..

On public television, two Spherisians, gorged on risia, merged as if to fight. However, when they separated, a third Spherisian had been produced - unlike previous spawning, this offspring was not a copy of a single parent's consciousness, but rather a fusion of those parts of their minds both parents had chosen to copy and 'donate' to their offspring. The child, to everyone's surprise, lived, but something else was discovered; whereas previously a Spherisian offspring was capable of rational thought and movement within seconds of being spawned, this new child's mental processes were scrambled to the point of uselessness. Indeed, it took three months of 'parental care' before the child finally became able to interact with its environment.

Further binary-spawnings occurred soon after the follow-up broadcast showing the child finally able to act independently from its parents, and unique in personality from both. Spherisian Medical researchers found that, on average, it took 2.5 months for a child's mental processes to settle down into some sort of coherent order. During that time, the child was dependent upon its parents for energy and safety. The child, once mature, was a totally new personality, with few of the parental quirks dominant. Now faced with evidence of a planet-wide trend to binary-spawning, the Spherisian philosophers threw up their hands in disgust and pointed out that in Philosophy, as in Democracy, 'normal' was decided by the masses.

It is interesting to note here that while single-gender binary-spawnings were common, the most successful occurred when two differing genders were used in spawning an offspring. Spherisians psychologists have theorized this is because since a Spherisian's mode of thought determines its shape, different genders donate different thought-processes - and the most successful binary-spawning were between those with substantially different mental processes. Whatever the reason, binary-spawning was there to stay.

Life went on for Spherisians without much further upheavals until 1365 C.E., when the Zentraedi came to invade. The invasion was brutal and merciless. Still smarting from the long siege on Garuda, the Zentraedi troops went in with engines on full and guns blazing. It was an unmitigated slaughter. Spherisians who were not shot down simply shattered from the high levels of energy given off by both mecha and weapons. In less than a week, Spheris surrendered - by that time, almost half of its population had been destroyed.

In 1387 C.E., Spheris found itself under attack during an Invid lightning-raid. Invid troops appeared in orbit and harassed the Zentraedi stationed there while ground-troops spread about the surface. It was later found that the attack on Spheris was on the direct behest of the Regis, and not the Regent. Indeed, had it been left to the Regent, Spheris would not have been attacked - devoid of Flowers of Life or major Protoculture reserves, the planet held no interest for him. The Regis, however, had other plans. Before being finally driven back, Invid transports began to ferry thousands of tons of the smaller risia crystals off-planet. With the help of Invid scientists, these crystals were shaped into a gigantic cloud of crystalline dust, capable of detecting Protoculture emissions across

vast distances. Shaped magnetic fields were used to allow this cloud to be moved to anywhere the Regis desired. The Invid Sensor Nebulae was born.

Life under the rule of the Robotech Masters was hard. No resistance was offered by the Spherisians; all remembered the terrible toll inflicted upon them by the Zentraedi. It is therefore not surprising that when the Invid arrived in 2022 C.E., they found the Spherisians to be unresisting. With the Zentraedi planetary patrol dispatched in a few hours, Spheris itself was taken without a shot being fired. Again, the attack had been spearheaded at the Regis' behest in order to augment the Sensor Nebulae and improve its range.

When the Regis left him, the Regent lost all interest in Spheris. And so it was that when the Sentinels arrived on Spheris in 2032 C.E. they found only a token occupation force. Nevertheless, because of the problems with using high-energy weapons on the planet, and the propensity of risia crystals to absorb and reflect energy beams, the battle for Spheris took over a month. Finally, the last of the Invid forces were destroyed and the planet liberated.

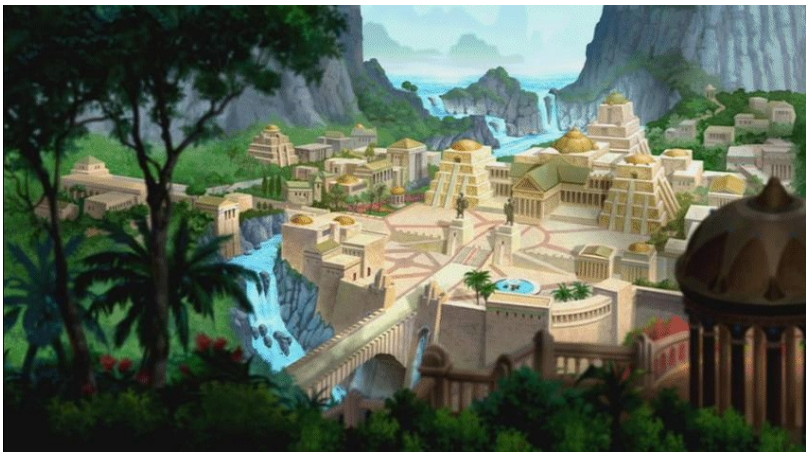
With the liberation of Spheris, Spherisian scientists joined the REF on the development of a very important system - the EM Baffling System. Another system developed at the same time was a 'risia plating' project, to help defray and refract energy attracts upon large REF ships. Major technological and implementation problems, however, meant that the risia plating project never came to fruition and was abandoned for the more successful EM baffling system.

Spherisian Timeline

Year (Earth Calendar)	Event
8240 BCE	Something upsets the microcosm of Spheris. Consciousness develops within the risia crystals, creating the Spherisian race.
810 AD	Great philosophical debate about reproduction begins.
812	First contact with Karbarrans.
1110	Philosophical debate about reproduction remains unresolved.
1117	First contact with the Tirolians. The concept of gender takes hold with the Spherisian people. For the first time, they begin taking "male" and "female" forms.
1118	Spheris Polymorphic Society [SPS] founded to prevent any Spherisian from copying the form of another.
1119	First "mixed consciousness" Spherisian created by accident.
1365	Zentraedi invade Spheris, destroying fully half the population from protoculture resonations with the risia crystals.
1387	Invid under orders of the Regis raid Spheris for risia crystal to make the Invid Sensor Nebula
2022	Invid conquer Spheris.
2032	REF liberates Spheris.

The Praxians

Star System: ??
Orbital Distance: ??
Orbital Number: ??
Orbital Period: ??
Gravity: ??



Praxis was a world within the Local Group and home to the female society of the Praxians. It was a planet filled with forests and villages with large eagle-like animals also residing on it. Once long ago the Praxians had advanced technology, but for reasons now unknown, only the Whaashi and their anti-gravity globes still remain from that age. Statements made by various Praxians indicate that long ago they were in fact a two-gender race, but something happened to cause all of the males to die off, although it is never hinted as to whether it was war, disease or some other event that caused the loss.

It was suspected that the planet was once visited by the enigmatic being known as Haydon with Cabell believing that he was responsible for gifting the natives the Whaashi technology which allowed for unisexual procreation. The native Praxians developed into a warrior culture and a completely female one based due to reproduction being handled by the Whaashi. It also came under the dominion of the Robotech Masters (circa 1400) leading to the Praxians holding nothing but scorn for the Tirolians and their Zentraedi warriors.

Similar to the other worlds of the Local Group, Praxis would be invaded and conquered by the Invid during their war against the Robotech Masters. In this time, the Regess would relocate her part of her people to the planet in order to conduct her experiments in evolution by using a Genesis Pit. She believed that the female warrior Praxians would prove to be a suitable stock in these bio-genetic experiments. Ultimately, the experiments were a failure and led to a destabilization in the planet's core. As a result, the Regess relocated to Haydon IV where she took the entire Praxian race as hostages.

After the liberation of Karbarra, the Sentinels moved to Praxis and were unaware of it being abandoned as well as the critical chain reaction in the world's core. When they departed for the surface, the Farrago came under attack from the Regent's forces who destroyed the vessel and stranded the Sentinels on the doomed planet. Ultimately, however, they managed to escape with the assistance of Jonathan Wolfe before Praxis exploded.

After the Praxians were liberated from Haydon IV and the Invid left the galaxy, they were relocated to the planet Optera, which they renamed New Praxia.

Praxian Dress

First it must be noted the psychology of the Praxians, and their social structure as an all-female species, there is no taboo on nudity including the exposure of the genitals. To the Praxians, each of them is a beautiful individual, and nudity is as natural to them as

breathing. Then again, I suppose it is easy for women to be comfortable with their bodies when there are no men gawking and acting like idiots every time they see bare breasts.

In the temperate climes of Praxis, the average Praxian would wear nothing but what was required of their station in life. Thus a warrior would wear a pair of leggings, a pair of sandals, (replaced by boots or shoes after the Tirolian landing) topped off by a set of bracers and helmet. Only a powerful, or wealthy warrior, would wear a cuirass and a more ornate helmet. Capes were worn more for identification then for any sense of fashion. Patterns on them would dictate rank and unit function for their troops.

Ornate helmets would distinguish a leader, being visible from any angle, as a Praxian leader would always be in the thick of the fighting.

By contrast, a blacksmith would wear naught but a set of gloves, boots, and apron to protect from the heat of the forge while a teacher would wear little more than a girdle and sandals. A laborer would wear nothing at all.

Colors of clothing also helped to dictate status. The lower class would wear linen in whites and tans, while the upper cast would have richer colors such as red, blue, green and purple. With clothing sparse if not altogether unnecessary, other manners of identifying who was who in society was needed. While some articles of clothing dictated function, status was harder to identify. Two methods to determine social status included more ornate items of clothing when clothing was worn, and the length of one's hair. The higher up the social ladder a Praxian was, the longer their hair. Thus a laborer, or slave, would have short hair while a queen would have hair to her waist if not longer. To have their hair shaved was the height of degradation and was reserved for truly shameful acts. The exceptions to this rule are those in the Warrior Caste. Those that are warriors have their hair short as a matter of safety and pragmatism. According to legend, High Queen Hiera, on the eve of a major battle took her sword and cut her long braids, declaring. *'I am your Queen, but on the field of war, I am your sister!'*

Many centuries later the Praxians that occupied settlements close to the Tirolian compounds would adopt clothing more in line with their neighbors, taking interest in the toga-like styles of the Tirolian women. In an example of cross culture propagation, the Tirolians, being an all female contingent, shed many layers of their dress to mimic the Praxian natives. Although more in tune to their modesty, some went 'native' much to the amusement of their comrades. With the arrival of the UEEF and their, by comparison prudish and puritanical cultural mores, the Praxians have adjusted yet again, and while still keeping to their traditions, do wear a bit more when they expect to be in the presence of the UEEF and their allies.

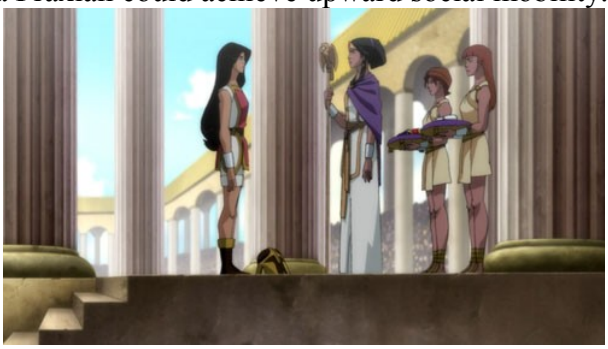
Praxian Social Structure

Beyond the obvious matriarchal nature of an all woman society, there are other facets to consider. Praxian society is caste oriented, with warriors at the top of the ladder. Beneath them are the artisans and priestesses, with the tradeswomen and slaves/laborers at the bottom rung.

Slavery was common in Praxian society, and in many instances still is. However their slaves are well enough treated and while many tend to menial tasks, some are teachers, scribes, and tradeswomen. Slaves were excluded from the religious festivals, could not own land, were denied some civil rights, and could not participate in political activities. They were however, able to hold dominance over many of the trades, as trade work itself was appalling to most citizens.

Slaves were not expected to attain anything but a basic education on Praxis, but were not excluded from it. Some masters allowed their younger slaves apprenticeships in their workshops. Some of the wealthier students in Praxian academies brought a slave with them to their classes. Slave work ranged from the light domestic work to the heavy work in the mines, and other places. In some cases, domestic slaves were ritually welcomed into the house, by a walk around the hearth, and adoption was not unlikely among child slaves.

Since the arrival of the UEEF the name 'slave' has been abolished, and those that were labeled as slave are now afforded all citizen rights; however, as odd as it may seem, many, (over 80%) of the old slave caste have elected to remain in the service of their lady. Many of those have left Praxis to join the Sentinels, and in so doing fight alongside their lady. Others have, with permission, joined the UEEF and bring honor to their Lady's house by their service. By brave military service, these slaves are able to raise their social status and become citizens, a practice continued from antiquity as this was one of the few ways a Praxian could achieve upward social mobility.



It is interesting to note that during the Invid occupation, an incredible amount of ex-slaves fought alongside their mistresses and became citizens, thus in current Praxian society, the slave population has dwindled to almost less than 20% of its pre-invasion levels. Those that remain are ladies in waiting and occupy more domestic and administrative occupations. Hard labor has been replaced by machines, and the slaves that occupied those positions are now considered technicians, operating the various tools of the trade.

It should be noted that one major difference between the Praxians and amazons is their attitudes towards men. Whereas amazons detest men as chauvinistic brutes, the Praxians view men in almost a state of mythological awe. Amazons want to become strong to prove they are better than men, but the Praxians want to become strong because as their leader Arla-Non said "we weren't strong enough to keep our men".

Praxian Icons

The Labrys

The Praxian axe. The Labrys is a ancient weapon used for centuries by the Praxian Warrior Elite. It is not known when the Labrys came into wide use, but statues within the ancient ruins depicted warriors using the weapon, thus it is believed to have been a staple of the Praxian military for thousands of years. The weapon is a symmetrical bipenis axe with the handle typically being the same length as the head of the blade. Already incredibly sharp and deadly, with the advent of modern alloys brought by the Tirolian Legionnaires and coupled with the vibro-field used by the UEEF's CADS the weapon has seen a resurgence of use within the Praxian phalanxes.

The Aspis

The Praxian shield. A circular shield, the Aspis is slightly concave to allow for better deflection of incoming missiles. While durable, the Aspis proved no match for the modern weaponry employed by the Meltrandi, and even the most robust and disciplined 'shield-wall' crumbled under their onslaught. However once Praxian smiths learned to forge the new Tirolian alloys, the Aspis once again became a viable tool of defense. With the arrival of the UEEF the technology to coat the shield with a laser resistant coating has been made available.

The Gastraphetes

The Praxian crossbow. Another seminal Praxian weapon of antiquity sidelined by the appearance of the Tirolians but resurrected by the same. Useless against heavy armor, the crossbow, rebuilt using modern alloys became a fantastic hunting tool, and during the Occupation with the Tirolians now offering more lethal arrow points, namely those that exploded, the Gastraphetes once again see's the field of combat. The crossbow is cocked by resting the stomach in a concavity at the rear of the stock and cocking the bow with both hands. This weapon is heavy and must be mounted or braced. A smaller version made of advanced alloys was fashioned to fit upon a Praxians gauntlet, though lighter and doing less damage, the smaller bow is far handier in combat.

Pegasus

A mythical creature to human cultures, but one that just may have existed on Praxis millennia ago. While ancient carvings depict the majestic creature in detail it is unknown if the creature is a shared myth or, since no remains have ever been found, an extinct species. Never-the-less Dr. Lang created a mechanical version of the winged horse much to the Praxians delight. Since the introduction of this gift the relations between the Praxians and humans have soared, although there are some hold outs, brooding over their sisters gullibility and naiveté, to be so easily swayed by a mere trinket.

Saurofelis

The Saurofelis, or literally, Lizard Cat, also known as dragon cat. A highly intelligent six legged cross between a dinosaur and a cat. Native to Praxis this creature

has been used as a sentry and riding animal for as long as Praxians can remember. A full grown Saurofelis stands between 8 to 10 feet tall, is 15 to 20 feet long, including tail, and weighs between 1200 to 1800 pounds.

Antigravity Technology

Powerful solid state artifacts left over from before antiquity. These modules, some large, some small are one of the few high technology items that remains of the Praxians ancient past. Compact and powerful the technology within speaks of incredible knowledge. Used in all aspects of Praxian society. From architecture to war these modules are considered gifts from the goddess and are cherished by the Praxians. So coveted were these devices that, prior to the Tirolian occupation, tribes and city states would war upon each other for possession of these rare artifacts. They were considered lost with the destruction of Praxis.

Praxian Holidays

Plynteria

A festival of cleansing. Ritual cleaning of the home and public areas of the cities would precede ritual bathing in the evening. This festival would occur on the eve of the Praixan Solstice.

Panpraxia

The Panpraxia is the most important festival on Praxis and one of the grandest in the entire Praxian Diaspora. Except for slaves, all Praxians can take part in the festival.

The festival takes place over a few days and celebrates the birthday of the Praxians prime deity, Athene.

Heraklia

A festival to heroes, the festivities lasted a number of days, and consisted of various athletic and musical contests (*agones*), as well as sacrifices. The winners were awarded ornate bracers. Each individual settlement and city would celebrate this festival on their own. However a large festival that pitted the settlement victors together would be held afterward and lasts three weeks.

Praxian Timeline

Year (Earth Calendar)	Event
8xxx BCE	Haydon leaves the Praxians the Whaashi device to allow for all-female reproduction.
2021 AD	Regis conquers Praxia and begins her evolution experiments with her Genesis Pit.
2031	Regis leaves Praxia, taking the total population with her as prisoners, and leaves them on Haydon IV.
2032	Praxia collapses due to extreme instability caused by the Genesis Pit.

Praxian Gear

Gastraphetes (light): +1 WA, 2d6 Hits, AP, Range ??
Gastraphetes (heavy): +0 WA, 3d6 Hits, AP, Range ??
Labrys (traditional): +0 WA, 4d6 Hits
Labrys (modern): +0 WA, 6d6 Hits
Xiphos (traditional): +1 WA,
Xiphos (modern):
Sarissa (traditional):
Sarissa (modern):
Aspis (traditional): -1 DA, SP 15, 30 SDP
Aspis (modern): -1 DA, SP 20, 50 SDP, SP 30 vs. lasers

The Perytonians

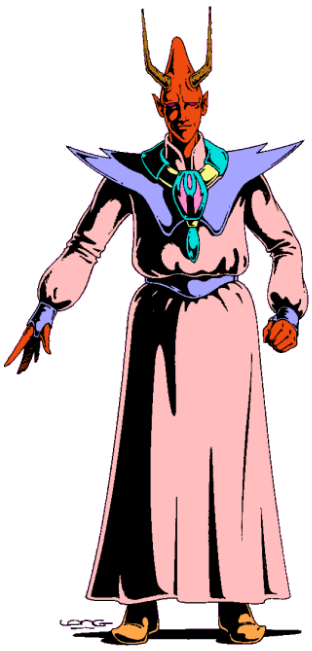
Star System: ??
Orbital Distance: ??
Orbital Number: ??
Orbital Period: ??
Gravity: ??

Peryton was set up by Haydon as an experiment in mind control as a social engineering method. At some point, an insane Perytonian got hold of the device and caused a global war. Peryton is a desert world seeded with mutated Protoculture plants, like the other planets of the Local Group.

The Curse of Peryton began 2,000 years before the arrival of Zor to the planet. A schism in the planet's global church divided the populace into two factions: the orthodox Law of One, led by the Supreme Theurge; and the heterodox Left-Hand Path, championed by a charismatic leader calling himself the Macassar. The ensuing holy war

was brutal--ancient cities crumbled beneath the magic-like energies let loose throughout the planet.

In what would have been the final confrontation, the Law of One made a surprise attack against the Left-Hand Path near the planet's shrine to Haydon. During the battle, the Macassar lost both his sons; in a moment of sorrow and desperation, he was caught undefended. The Supreme Theurge struck the Macassar down. In the moment before his death, the Macassar called on his last reserve of psionic energy, and declared:



> "That this day would have never happened. That this battle should continue until they are returned to me. Or until such time as two willingly give up their lives that my children might live."

With that plea, the Macassar died--and the world became cursed.

Though the Law of One nominally won the war, the Macassar's Curse would rule the planet for millennia. Every day, the battle replayed itself until it played itself out or until dusk--when the battle would jump to another location on the planet. Destruction to the planet because of this repeated battle would be permanent--but no new lives were lost. Anyone (Perytonian or off worlder) wounded or killed by the recurrent war would be healed the next day--or raised from the dead. Daily, the Macassar repeated his curse, ensuring the battle's return.

When Zor first came to Peryton, he had assumed the curse was mundane storm. He selected several locations to plant the Flower of Life in hopes of healing the planet's recurrent devastation. This, inevitably, brought the Invid to Peryton.

Perytonian Timeline

Year (Earth Calendar)	Event
8xxx BCE	Haydon leaves a powerful mind control device on Peryton.
??	Religious war results in the unending loop of the day the Macassar dies. This lasts for thousands of years. (2000 years before Zor arrives).
2022 AD	Invid conquer Peryton.
2034	REF liberates Peryton. The curse is lifted with the sacrifice of Burak and his brother.

?? The Perytonians... are more of a problem. More specifically the so-called "super-powers" they have and that damned curse. I was considering falling back on the old "forbidden planet" scenario - while this would have generated a race of beings capable of resisting (or even destroying) the Robotech Masters and the Zentraedi, the Provider would have been too busy being locked up in its "endless warfare" loop to allow more than a trickle or backwash of power to make its way to the rest of the populace.. and thus the Perytonians (while powerful enemies) would have still been overrun by the Robotech Masters.??

The Karbarrans

Star System: Yirrbisst
Orbital Distance: ??
Orbital Number: ??
Orbital Period: ??
Gravity: ??
Capital City: Tracialle

Karbarra sports many mountain ranges and petrified forests. There are underground rivers full of crystalline fish.

?? One thing I can say, though, is what my thoughts were on the Karbarrans: They still had plenty of body-hair, indicating that they median temperature of their world was much lower than ours (ie, their "temperate" zone would probably be closer to the Black Sea temperatures). The small thick glasses they were wearing tells us two things: small eyes and the fact that human-level lighting is wrong for them. The small eyes tells us that their natural level of light is comparable to ours, while the glasses would lead us to think that their light is "darker" than ours. This would place them probably in the vicinity of a red giant, far enough for the planet to be cold but habitable, with the "red" light being more natural to their eyes than our starker "yellow/blue" lights. ??

*Haydon gave the Karbarrans their ur-flower sekiton. The relationship between them is unknown.

Karbarran Timeline

Year (Earth Calendar)	Event
8xxx BCE	Haydon creates a symbiosis between the Karbarrans and their ur-flower, sekiton.
812 AD	First contact with Spheris.
813	Most of Karbarran power stations are retooled to use risia crystal from Spheris.
815	Long-range sensors using risia crystal require far less energy than previous types.
2023	Invid conquer Karbarra.
2031	REF liberates Karbarra.

Karbarran Karsrek Power Armor
Karbarran K'turk "E-Wing" Fighter

Chapter 13 – Children of the Shadow

The Haydonites live on the planet of Haydon IV; an artificial planet that houses The Awareness, a powerful sleeping artificial intelligence that guides them. While they

are technically part of the Sentinel Confederation, their background requires them to be described separately.

They are a cybernetic race that cover themselves in concealing robes. Their main form consists of a floating torso, head and shoulders.

The Haydonites aided the REF in their war against the Invid, giving them much of their new technology such as their shadow stealth systems and synchro cannons. The hybrid android Janice Em was built from the combined technology of the Haydonites and the REF.

Haydonite Administrator

This represents most of the Haydonites, seeing to the harmonious and efficient process of business on Haydon IV.
Base Skills: pick 6
Skills: pick 7

Haydonite Soldier

The Children of the Shadow rely on their soldiers for taking a conflict to those who use protoculture when those enemies are not at the mercy of the defense grid.
Base Skills: pick 6
Skills: Mecha Pilot: Haydonite, Mecha Weaponry, Awareness/Notice, ??, ??, ??, ??

Haydon IV

Haydon IV is a technological planet, apparently being completely covered in a single metal shell. The planet served as a completely neutral trade center for the sentinel races as well as the Tirolians and Invid. The planet possesses an advanced defense system that automatically targets anyone engaging in violence, whether it is ships in orbit or people on the streets. Their law states that they must render assistance to any non-violent party who requests.

An artificial world located within the Local Group which was one of the many that were influenced by the mysterious being known as Haydon. It was said to had been created to house an artificial intelligence known as the Awareness and was populated by mechanical beings known as Haydonites who worshipped Haydon as a creator being. The surface also housed one of the statues that represented Haydon similar to the one located on Karbarra. Haydon IV contained highly advanced technology including sophisticated medical systems along with a powerful defensive energy weapon that targeted any weapons and destroyed them which could either be starships or personal hand-held weapons. The capital of the planet was known as Glike and contained a large sea of water underground. After the Great Transition era, the Tirolians were known to had established an embassy on Haydon IV. When Zor rebelled against the Robotech Masters, he seeded Haydon IV with mutated seeds of the Flower of Life which attracted the attention of the Invid.

After the conquest of the Tirolian Empire, attempts were made to conquer Haydon IV but it was eventually discovered that passive occupation of the planet was possible which allowed the Invid to take control of the world without showing any hostile action. Prime Administrator Vowad was known to had even assisted the Regess in gathering information whilst the Invid occupied the Imperial Spires and an Hive was situated outside the capital city. These actions caused some Haydonites to question their position on neutrality which saw Veidt along with Sarna joining the alien alliance of races known as the Sentinels. After the destruction of Praxis due to the Genesis Pit experiments, the Regess relocated the entire Praxian race to Haydon IV where she consulted the Awareness to find the location of the Protoculture Matrix. Following this point, she departed the known worlds to find the planet Earth with her half of the Invid and left the Regent behind to battle the Sentinels along with the Robotech Expeditionary Force.

During the liberation of Garuda, the Regent occupied Haydon IV and the Sentinels moved to the planet with the joint purpose of liberating it as well as find a cure for the Garudan toxic atmosphere which had afflicted Rick Hunter, Lisa Hayes, Karen Penn, Miriya Sterling along with Rem. Janice Em later managed to interface with the Awareness and reprogram the planetary defensive system to ignore the Sentinels weapon fire which devastated the Invid occupation forces along with their Inorganics. During the battle for Haydon IV, Sarna was killed and Prince-Administrator Vowad in a rage turned against the Invid with this manifestation taking the form of Zor who destroyed the Invid carrier thus forcing the invaders off the planet.

The Haydonite People

Not much is known about the Haydonites outside of what they wished the UEEF to know. What *is* known, is that they are an ancient race, old when the Invid were young, and recognized the true power of Protoculture and the Flower of Life once it was discovered by Zor and refined into what would become the 'universal' power source for a galaxy spanning empire. One could even surmise that in their dealings with the Robotech Masters Empire that they had some hand in influencing the order to defoliate Optera. Appealing on the one hand to the paranoid nature of the Masters and on the other, eliminating the source.

It is also know that their mastery of technology is vast, able to create the Synchro Cannons, Shadow Cloaking Devices and the dreaded Neutron-S Missiles. This however raises more questions than it answers, for, *if* the Haydonite possessed such technology, why did they not eradicate the Invid themselves? This may never be known, but based on past events it is clear that the Haydonites are not infallible. This begs the question; 'Why would the Haydonites attack the UEEF, specifically the ships within the Omicron Sector? Why burn such a bridge?' The only *reasonable* answer, given current intelligence on their capabilities and motivations, would be that they were so *sure* that the Invid Regess would be consumed by the Neutron S Missiles that they felt confident enough to begin their attack on the users of Protoculture without first confirming that Reflex Point, and consequently, the Sol System, had been destroyed.

Had this occurred, the Invid and the UEEF would have been left leaderless, ripe for the taking.

This broaches the issue of military strength. Now, beyond the original two Capital Ship Classes encountered by the UEEF, the Fantoma, and the Omicron, at least three other ship types have been noted, chief among them, the Asteroth Class Torpedo Frigate. Regards smaller weapon systems, the Wraith Interceptor, and the Infiltrator mecha, have been seen in concert with Reavers, Revenants, Shades, and Behemoths, more shocking and ultimately dangerous is the Haydonite usage of VQ-6X Shadow drones. Only time will tell if this is the majority of the Haydonite MToE, or if it is just the tip of the iceberg.

Gender?

The Sentinels storyline shows the Haydonites as having both male and female patterned bodies. Further it shows that they do form relationships based on this gender difference, as Veidt and Sarna were apparently a couple. With the Shadow Chronicles story, it is unknown if the Haydonites will retain gender. They are stated to be cyborgs rather than androids like Janice, so gender may still apply.

Defense Grid

The Haydonite defense system fires an auto-tracking energy beam possessing snake-like movement that will ceaselessly chase down any aggressor; with "aggressor" being defined as any person, mecha or capital ship with weapons or shields currently powered up. This will fire indiscriminately against even Haydonite aggressors. The singular flaw to this system is that it only targets "powered" shields/weapons. Thus it cannot track or fire on gunpowder weapons, and a capital ship may freely ram another.

The defense system fires one beam per violator (per weapon/mecha/ship) and each beam rolls 1d10+15 to hit each round until it makes contact. The beam will inflict

1K at human/power armor scale, 10K at roadstriker scale, 25K at Mekton scale, 250K at corvette scale, 2,500K at starship scale and 15,000K at excessive scale. The beam further has the disruptor trait, reducing the SP of shields by half. The beams also have the "overload" trait, causing any power cell/battery or powerplant to overload and self destruct in 1d6 rounds.

Transportation Discs

Haydon has a series of anti-gravity discs for transportation. These discs create a light restraining force field around them to prevent occupants from falling off, but does not block weapons. The discs can travel up to MA 20. The discs can range from personal size (1-3 occupants) clear up to mega sized discs that can carry thousands of occupants at once.

Rank and Sect Structure

It has been learned that beyond a clearly defined rank structure that a second caste-like tier of functions also exists. At this time it is not known if Sect superseded Rank, or if Rank supersedes Sect. Note, that the term Sect has not been assigned by UEEF Intelligence assets, this is a term used by the Haydonites themselves. This and the rank names, also assigned by the Haydonites to their forces suggest a religious connotation that may be purely coincidental, or central to Haydonite culture.

Haydonite Rank	UEEF Equivalent	Haydonite Sect	UEEF Equivalent
Votary	Private	Desiccator	Infantry
Auditor	Corporal	Barrier	Armor
Executor	Sergeant	Augmenter	Supply
Vicar	Lieutenant	Transitor	Flight Crew
Proctor	Captain	Adjudicator	Internal Security
Adherent	Major	Inquisitor	Intelligence
Rector	Colonel	Exemplar	Elite Trooper
Prelate	General	Codex	Communications

Based on available data the Haydonite Rank and Sect titles have been ascribed a UEEF analog. These are pure conjecture based on gathered data, and may or may not, accurately reflect the Haydonite hierarchical structure.

Connection to the Invid

The Haydonites seem to be the only thing the Invid are truly afraid of, and the Invid refer to them as “the children of the shadow”. In Shadow Chronicles, the end of the Third Robotech War against the Regis is recapped to show that she takes her Invid children and leaves earth not out of disgust of humanity’s attempts to destroy, but rather out of her fear of the Haydonites’ involvement with the humans. After Ariel begins to gain her Invid powers, she shows Scott Bernard an image of their ruined homeworld of Optera and states that it was the Haydonites were the ones to devastate their planet.

The Betrayal

The Haydonites have a great hatred of any race that uses the power of protoculture for their technology as they fear such power. After the conclusion of the Third Robotech War, the Haydonites turn on the REF. As many of the other Sentinel races also use protoculture, it is assumed they would also be attacked by the Haydonites in due time.

All of the technology given by the Haydonites have "trojans" within them, allowing the Haydonites to easily defeat anyone using their technology.

Neutron-S Missiles

These missiles were developed by Edwards to destroy the Invid inhabiting the earth, and were deployed at the end of the Third Robotech War. It was discovered that these missiles had a "fatal flaw" in them that caused them to be far more devastating than originally believed (the test missile creates a black hole). The Haydonites intended for the terrans to wipe out their own homeworld, leaving the REF and Sentinels leaderless and easy for picking them off.

Shadow Stealth & Synchro Cannon

The shadow stealth system installed in almost all mecha and capital ships by the end of the Third Robotech War prevented the Invid sensors from locking onto their protoculture powerplants, giving them a huge advantage in battle. Unfortunately, this same system allowed the Haydonites a guaranteed lock in battle. Furthermore, the Haydonites have a beam that causes any ship hit while the system is active to overload their powerplant and detonate, allowing the Haydonites to destroy even the best capital ships with a single shot. This beam had the same effect on any synchro cannon that was charging or carrying a full charge.

The stealth system utilizes what the Haydonites call a "shadow dimensional" field to create a 4^{th} dimensional shift around the protoculture power emissions, rendering the protoculture powerplant invisible to all forms of detection. It also prevents missiles from locking onto a target.

However, as the Haydonite ambassador states, that is just the defensive application of the technology. Using it offensively, it can "sheath" energy beams in the same field which will cause feedback in the powerplant of a mecha or capital ship using it. This allows the Haydonites to destroy even the most heavily defended capital ship with a single shot. Edwards also uses this same technology to conceal the energy buildup of his own synchro cannon from detection until it was about to fire.

System: Any Haydonite unit firing at a unit that has their shadow cloak active gains a +10 WA bonus, and any critical hit will automatically be a powerplant hit.

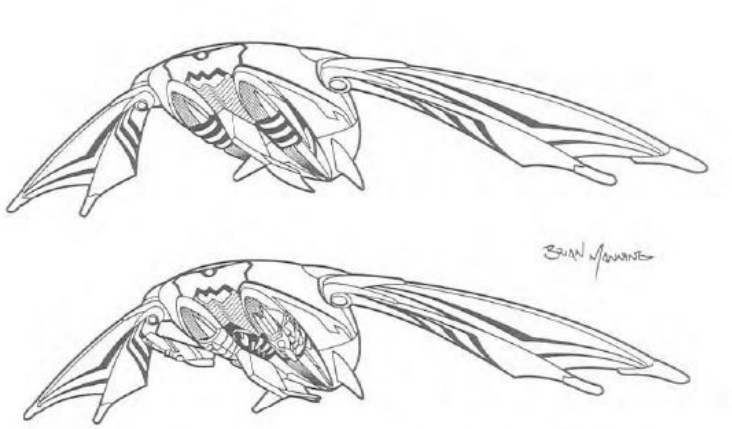
Janice

While Janice herself did not have any trojans, she delivered much of the Haydonite technology to the REF. Her second body was built as a fusion of Haydonite and human (Robotechnology) technologies. Once the betrayal was known, Vince Grant put Janice into the brig, but then decided if the Haydonites wanted her dead that it was good enough reason to keep her alive.

Mecha

Wraith Fighter

COST: ? CP
Availability: ?



HEIGHT: 13.4' (4.1m)
WIDTH: 106.4' (32.4m)
LENGTH: 34.1' (10.4m)
WEIGHT: 18,500kg

Mode	MV	Land MA	Fly MA
Fighter		-0	--

1120kph up to 10km; 1760kph at 30km+

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		STR	6	6	STR	3	3
Right Wing		LW	2	2	LW	2	2
Right Wing		LW	2	2	LW	2	2
Left Wing		LW	2	2	LW	2	2
Left Wing		LW	2	2	LW	2	2

Thrusters	Location	MA
Thruster	Torso	

Sensors	Location	Kills	Sensors	Communications
STR Class	Head	1	4 km	800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Pulse Laser	Torso	3K	5	+1	3	U	BV5, Crosslinked
Pulse Laser	Torso	3K	5	+1	3	U	BV5, Crosslinked
Pulse Laser	Torso	3K	5	+1	3	U	BV5, Crosslinked
Pulse Laser	Torso	3K	5	+1	3	U	BV5, Crosslinked

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Weapon Mount, Self Destruct, Combat Computer

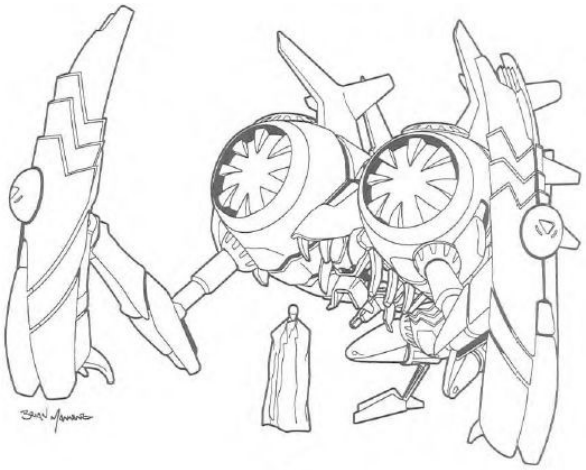
Multipliers
Environmentals (Space), Verniers (1 Main Body, 2 each Leg)

Programme: Haydonite main space superiority fighter.

Infiltrator

COST: ? CP

Availability: ?



HEIGHT: 18'6" (5.6m) / 13'6" (4.1m) main body
WIDTH: 15'8" (4.8m) main body
LENGTH: 11'4" (3.5m) main body
WEIGHT: 6,500kg

Mode	MV	Land MA	Fly MA
Walker		-0	6 (300m/turn)
	560km estimated, VTOL		

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		STR	6	6	STR	3	3
Right Arm		HS					
Left Arm		HS					
Right Leg		STR					
Left Leg		STR					

Thrusters	Location	MA
Thruster	Torso	

Sensors	Location	Kills	Sensors	Communications
STR Class	Head	1	4 km	800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Autocannon	Right Arm	2K	3	+1	2	20	BV3
Autocannon	Left Arm	2K	3	+1	2	20	BV3
Laser Turret	Torso	3K	5	+1	3	U	

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Weapon Mount, Self Destruct, Combat Computer, Hardpoints (2 per Wing)

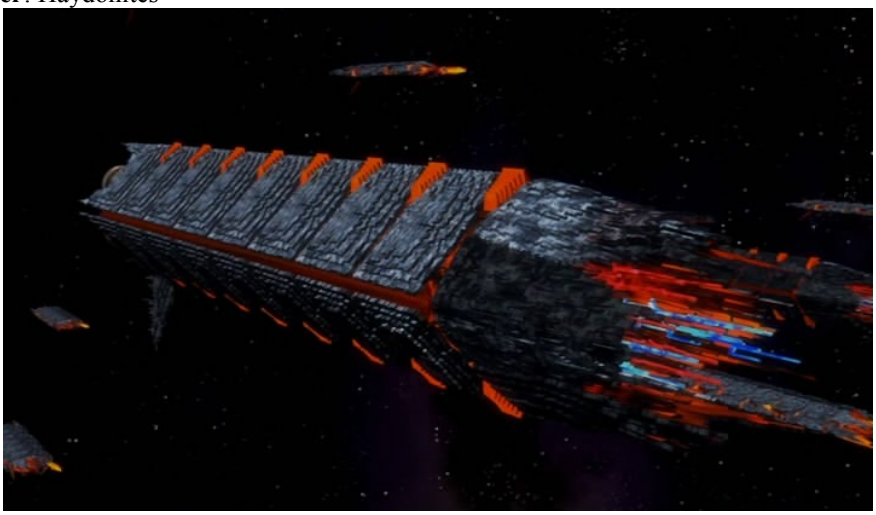
Multipliers
Environmentals (Space), Verniers (1 Main Body, 2 each Leg)

Programme: Haydonite main space superiority fighter.

Capital Ships

Haydonite Cruiser

COST: ? CP
Manufacturer: Haydonites



HEIGHT: ?
WIDTH: ?
LENGTH: ?
WEIGHT: ?
CREW: ?

Hull Class: ?
KILLS: ?
ARMOR: SP ?
SPACES: ?

MA: ?
Turn: ?
Crew Quality: B (14+1d10)

System	Kills	Range
MW Communications	200	15,000 km
AH Sensors	300	3,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
?						

Each missile takes 25K to destroy. Blast 15, Warm up 2

Mecha/Shuttle Compliment
?

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Self Destruct, Antigravity Drive Omnidirectional Barrier System, Life Support (70,000 for 40 years)

Bays
Mecha: ??
Crew: ??
Cargo: ??
Medical Bay: ??

Repair Bay: ??

Multipliers
Engines MA ? (x0.0), Hyperspace Engine (x1.0), Crew Grade B (x0.6)

Chapter 14 – Psionics, Magic & Invid Alchemy

This chapter covers the "powers" possessed by the Tirolians, Invid and Perytonians. This is not to say that other races *can't* have psionic powers, but they are almost unheard of.

Categories

Psionics fall into the following categories:

Astral Projection	- access the immaterial plane
Biokinesis	- manipulates biological functions
Cognition	- unusual mental capabilities
Electrokinesis	- manipulate electrical energy
ESP	- senses beyond the basic five
Invid Alchemy	- controlled evolution of the Invid and their mecha
Psychodynamics	- manipulation of psychic energies
Telepathy	- communication, illusion and domination of the mind
Telekinesis	- remote movement, invisible attacks and force fields
Teleportation	- move from point A to point B without moving
Thermokinesis	- manipulation of heat energy, both positive and negative

Get the Powers

The character must then spend points to gain ratings in the various power groups he wishes to use. No group rating may be higher than your PSI stat. Each rank of a power costs a number of Psychic Points (PP) based on the power. Characters with a PSI stat will gain a number of starting PP based on their race, and may buy more PP at a rate of 5 OP/IP for 1 PP.

Psychic Points don't have to be spent at character creation, and may be saved for later development.

Who Has Psionics?

In Robotech, the only races who have shown any degree of psionic powers are the Tirolian triumvirate clones, the Invid and the Perytonians. Psionic powers are likely developed as a side effect from the infusion of protoculture or the flower of life. Other possibilities include genetic manipulation by Haydon or the Pretoxicans, mutation caused by cosmic radiation or simple evolutionary jumps.

Tirolians - Tirolians possess telepathy that mostly works among the triple clones, although the Robotech Masters seem to have developed their telepathy further to allow them to control and coordinate their clones.

Starting PP: 4 Telepathy only

Invid - The Invid communicate amongst themselves via telepathy, even down to the basic drones. The more evolved Invid, such as the solugi and the sub-royalty, develop their powers derived from eating the fruits of the flower of life. The Invid refer to this as Invid

Alchemy, and it allows them to push the evolution of their kind and to develop their mecha.

Starting PP: 6 Telepathy, Cognition, Teleportation, ESP, Invid Alchemy* only

* Only available to the upper rulers of the Invid

Perytonians - The Perytonians have a psionic ability to manipulate "star energy" through a process of arcane chants that they believe is magic. Only Perytonians with the Energy Wizard template may select psionics.

Starting PP: 10 Electrokinesis, Thermokinesis, Telekinesis only

Everyone Else - The only two others to show any psionic ability were the sisters Dana and Maia Sterling, who both seem to display ESP or Cognation abilities. Both girls are half Meltran, and it is stated in Robotech that all Zentraedi are suffused with protoculture since they were cloned using it. This could explain their psionic spark.

Starting PP: 0

Power	PP/Rank
Astral Projection	3
Biokinesis	2
Cognition	3
Electrokinesis	3
ESP	1
Psychodynamics	2
Telepathy	2
Telekinesis	3
Teleportation	4
Thermokinesis	2

Get the Skills

Once a character has ranks in a power group, she must then learn the skills in that group before she can actually do anything with them. For instance, she buys the Telepathy group, and then learns the Use Power: Telepathy Send skill. Each use type of a power is a separate skill, and must be learned individually. No skill may exceed your power rank.

Get the Energy

Using psionic powers is also tiring. When used, psionic powers subtract from your Endurance (END). For instance, Teleportation has an END Cost of 4 per Level. If your Level in teleport is 5 and you teleport exerting the full force of your abilities (5), the END cost is 20. You don't have to use all Power Level -- for instance, if you have a Level of 10, you may opt to use Level 7.

Using the Power

Using psychic powers is fairly straightforward. It is treated as any other skill roll; a dice plus modifiers against a DV.

PSI + Use Power skill + 1d10

vs.

DV + 1d10 or 3d6

Concentration

The skill, Concentration, may be used to enhance the success of any psi related roll (to use a psi power or defend against an attack). When concentrating *in this fashion*, a psi is able to add his Concentration to his Psi task roll. However, concentrating in this manner expends a tremendous amount of effort, using up Endurance. For every point by which the roll is
increased using Concentration, 2 END is lost (Concentration x 2 END). This differs from its usage in the basic Fuzion, but remember, this plug-in is meant to replace the default Mental Powers plug-in. A defender, defending against a telepathic attack or intrusion, may use Concentration as normal. That is, to defend he makes a COOL + Concentration roll, with no expenditure of END. However, if he is telepathic himself, using PSI + Mind Shield is more
often a better choice.

Extra Effort

A psi may also exert extra effort to boost the effect of his psi powers, in addition to concentrating. To do this, he may burn Endurance to condense the whole of his being into
his powers (hence, the screaming, brain-pulsing psychics we see in anime). For every 5 END used up, the Power Level is temporarily boosted by 1 point (this may exceed PSI). So, with 30 END to spare, a psi may burn it all to boost his power's Power Level +6 levels! But sure there is enough Endurance to spare for the power itself. You may, for instance, boot your Power to Level 12, but if you don't have the Endurance to use that much power, you're out of luck. It is inadvisable to burn all your Endurance, as you will collapse from exhaustion, and be defenseless.

Psionic Powers

So, psiko, you want the Power? Well, you're in luck. We got powers. Lots of powers.
But first, the basics. As mentioned early, there are ten main categories of psionic powers. Each
category may be turned on or off to suit the game world you are playing in. Each category has a
list of Methods. Methods are ways to use the power, each one requiring a different Use Power skill. For instance, the Telepathy method, Mind Reading, requires you to have both the power Telepathy and the skill Use Power: Mind Reading (Telepathy). This skill can be at any level, the better the skill, the better you are at using that method.

Astral Projection

Astral projection, out of body experience, soul travel... Astral Projection is the act of consciously leaving the body and perceiving the world from outside your body. In many cases this assumes the existence of a soul, or at least an ability to condense your psionic energies into a conscious energy state (whatever the hell that means). If the GM

feels the existence of a soul does not fit well with his campaign, and the other explanation is too much pseudo-sci, then Astral Projection Power should be turned Off.

Many parapsychologists make a distinction between astral projection and out of body experiences. The distinction lies it that OBE is bound to Earth, whereas AP typical takes place in a higher dimension, or 'Astral Plane'. Often, the astral form looks exactly like your physical form, including clothes, if desired. You ultimately have total control of this form, and need only make a successful Everyday Task Roll with the Astral Projection skill to change this form. This astral body can move at rates varying from creeping along to rocketing at incredible velocities.

As stated, there are two distinct realms in astral projection. One is the 'real world' the other is the astral plane. In real world projection (or OBE) the astral form is total invisible and cannot interact with physical objects, and can pass through seemingly solid objects (walls, floors, doors). Telepathy, cognition, and ESP powers seem to travel *with* the astral form, and these can be used. Likewise, it is possible for a telepath to detect or sense the presence of an astral form nearby. The astral body cannot be hurt by any attack from the physical world (even if a physical person can detect him), except by Mind Blast and Astral Attack. In turn, an astral traveler cannot harm a physical person, except with telepathy. Other astral travelers can be encountered and interacted with (or fought).

The astral plane is much different, a completely new dimension above (maybe below) our own. It has been described countless ways, so it is possibly perceived uniquely for each traveler. If the GM wishes to have an astral plane in his campaign, he should develop its physics and constructs to suit his game world.

Below is a chart outlining the astral characteristics for varying Levels. Move is normal character move (Move x3 is speed in KPH). Time is the duration until another Astral Projection skill check must be made (see Astral Projection skill, below). Hits are the astral body's Astral Hits, that is, how many astral hits you can take until you die.

Level	MA	Time	Hits
1	2	1 minute	5
2	4	2 minutes	10
3	10	5 minutes	15
4	15	8 minutes	20
5	20	12 minutes	25
6	30	18 minutes	30
7	50	25 minutes	35
8	65	35 minutes	40
9	75	50 minutes	45
10	100	60 minutes	50
11	150	90 minutes	55
12	200	120 minutes	60
12+	+100	+60 minutes	+Level x5

<u>Astral Projection Skills</u>

Astral Projection	Astral Vision
Astral Attack	Astra Defense

Cost
Astral Projection costs 3 PP per Level. END cost is 1 per Level.

Astral Projection

This is the skill used to project your astral body. To perform astral projection, you must be sleeping or in a meditative state (which takes 2D6 minutes to enter) and must make a Competent Task Roll. You will also spend 1 END for every Level. This astral body may then move about freely at a speed determined in the astral projection characteristics chart. The Time characteristic is the length of time in which the astral body can remain free. After the expiration of this time, the traveler must spend 1 END and make another Competent Task Roll. If he succeeds, the time is 'reset'. If he fails, he snaps back into his body and awakens. To move from the Earth Plane to the Astral Plane requires a Heroic Task Roll and an expenditure of 1 END. Success means you ascend to the astral plane (the nature of which is defined by the GM for his game world). Failure means you do not, and you cannot try again during the current projection session. It is possible there are millions of astral planes, or perhaps just one universal continuum. Maybe even a heaven and hell realm... But this must be decided by the GM.

Astral Vision

Characters with astral projection do not always need to project themselves to see the astral world. Astral vision allows you to "peek up" with your soul's eyes, and see the astral world around you. You do not leave your body, and cannot travel to the Astral Plane itself. Your view and perspective remain exactly the same, only any astral travelers or astral entities will become visible to you. Your line of sight is normal, that is, you cannot look through walls or solid object, and cannot extend your viewing range beyond what it currently is. Interestingly, however, you can use astral vision during clairvoyant remote viewings.

You must make a Competent Task Roll to use this ability, but using astral vision only costs 1 END, no matter your Level of power. For every action which you maintain astral vision, you must make this Task Roll and spend 1 END.

Astral Attack

This is the ability to use astral energies as a form of destructive force against other astral entities. It can only harm astral entities and astral travelers and has no effect on physical objects. This is the combat skill for astral travelers, but it may also be used by non-travelers who have seen and are attacking an astral traveler.

Astral combat is determined exactly the same as for normal combat. The attacker rolls his PSI + Astral Attack + a die vs. the defenders PSI + Astral Defense + 1d10. Remember, it costs 1 END per Level used. An astral attack, if it hits, does 1 DC per Level (i.e., Level 6 would do 6D6 astral damage).

Astral Defense

This is the astral defense skill, which is rolled by the defender to determine if he manages to dodge an astral attack. If he does not have this skill, PSI is used by itself. It costs no END to make an astral defense roll.

Biokinesis

Biokinesis is the power of mind over body. Having this power require that you have a medical skill (Paramedic or Medical Tech), and you must make a successful Competent Task Roll with it before you can attempt *any* biokinesis skills.

Biokinesis Skills

Heal	Aging
Harm	Biostasis

Cost

Biokinesis costs 2 PP per Level. END cost is 1 per Level.

Healing

This is the ability to mend wounds and heal damage using one's mental powers. It is a form of telekinesis that simply stimulates raped cell regrowth and regeneration, and involves transference of some of the healer's life-energy into the patent as well. A healer may heal himself or others. To heal another, the healer must place his hands on the subject. It cost the 1 END per Level used to activate the power. The healer must first make a successful Competent Task Roll with a medical skill (Paramedic, Surgery, etc.) followed by a successful Competent Task Roll with PSI + Use Power Healing + 1d10. If this is successful, the healer can heal damage equal to his Level in DC (Level 5 = 5D6). It takes one Phase to heal one hit, and the power is automatically maintained during this time (no extra rolls or END cost) but the healer must remain in contact and concentrating. An individual may only be healed once per day in this manner (including the healer himself), though multiple healers can be used to heal someone multiple times.

A healer can also heal damaged eyes (and blindness) counting this as a 2 hits of damage.

Paralysis may be healed as if it were 10 hits. A healer can also cure any infectious diseases (counts as 1D6 hits) and can cure viruses as well (counts as 2D6 hits for healing purposes). Non-metallic poisons can be cured (counts as 2D6 hits) but metallic poisons cannot be healed (though damage done by the poison may be healed). Healing cannot be used to regenerate lost limbs.

It is also possible to bring a recently dead person back to life. However, this is extremely

difficult. The healer must first heal all hits to a "livable" level, then attempt to restart his biorhythmic functions. This requires a Heroic Task Roll with an additional difficulty modifier of equal to the number of hours the individual has been deceased. If the subject has been dead for six hours, the penalty is -6. You cannot bring back someone who is over three days dead, no matter your skill level (it would be -72 penalty, anyway). It also costs ten additional END to

attempt resurrection, as you are transferring a tremendous amount of your own life-energy. Any

failure will automatically eliminate all chances of future resurrection; that is, you can only try this once! A critical failure will bring him back as an undead! (vampire, zombie, ghoul, whatever). It is also possible something might follow him back from "the Other Side" and he may suffer from traumatic or psychological damage. Even so, this can be a *very* useful ability.

***Harm* (unhealing)**

This is the same as healing, only its exactly the other way around. Instead of healing, you are hurting someone by damaging their biological structures.

To do this, the un-healer must touch the target (you cannot harm through armor, but you may through unarmored clothing). It cost 1 END per Level to activate the power. The un-healer must first make a successful Competent Task Roll with a medical skill (Paramedic, surgery, etc.) followed by a successful Task Roll of his PSI + Harm + 1d10 vs. the target's BOD + 1d10. If successful, you inflict damage equal to your Level in DC (Level 5 = 5D6). The effects are
instant (it is far easier to break than mend). The damage can be either Stunning or Killing. It is also possible to blind someone, but your roll is a -6, and you do no real damage (but the
blinding is permanent). You may paralyze one limb, but this roll is at a -4, and you must roll at least 10 damage (you do no real damage, but the paralyzation is permanently).

Another very useful and quite harming ability is to stop someone's biorhythmic functions (this kills him instantly, unless revived). Doing this, however, gives a -10 penalty.

The victim can simply avoid the un-healer's hands to evade the attack, but his defense roll is equal to his BOD + 1d10 roll. Alternatively, if he is a healer himself, he can resist with PSI + Healing, and spend 1 END per Level. Healer combat can quickly turn into a deadly game of tag, fast!

Aging

Biokinesis can be used to alter one's growth. More specifically, one's *un*growth, that is, aging. With this skill it is possible to halt or accelerate aging (but reversal of age is not possible).

When a healer chooses to invoke this power on himself or a friend, it is normally to stop aging (it is not good to accelerate aging on your friends). The healer must first make a successful Competent Task Roll with a medical skill (Paramedic, Surgery, etc.) followed by a successful Competent Task Roll with PSI + Aging, with a further difficulty modifier equal to the subject's *real* age divided by his Level (if he was 50 years old and the healer had Level of 5, the difficulty modifier would be 10). Therefore, the older you get chronologically the harder it is to stop aging.

A 200 year old human could be physically 20 years old in appearance, however, to stop his aging for another year would carry a huge penalty! A successful roll in un-Aging will negate all biological effects of aging for a year. It may *only* be attempted *once* a year (he can keep trying, but each time he will fail). If he fails, he will age that year as normal. If he succeeds, he will not age for that year. This power is pointless on unaging characters, such as vampires. The healer must also spend 1 END per Level.

The Aging power may, however, be used aggressively. A healer could actually cause someone to age faster. The healer must be touching his target and must first make a successful Competent Task Roll with a medical skill (Paramedic, Surgery, etc.) followed by a successful Task Roll of his PSI + Aging + 1d10 vs. the target's BOD + 1d10. If the healer succeeds he can age the victim any number of years up to a number equal to his Level. He must expend 1 END per Level as normal. The healer may not do this attack again for the remainder of the day on the same person.

The target will not age immediately. The effects will slowly appear over a 24 hour period. As an elderly person, he could lose points in characteristic points, memory, or skills, but the exact loss is up to the GM.

Biostasis

This is the ability to place oneself (or another person) into a state of biostasis. In this state, the subject appears in all technical definitions of the word, dead. He has no vital signs, his body temperature is equal to that of the outside air, his brain is no longer active, and all moisture appears to have disappeared (thought it has actually been stored at a cellular level).

However, the subject is not dead. He is biologically frozen. He will not age or be effected by poisons, diseases, terminal injuries, death, or even decay. He will, however, still take damage if any should occur (which must be repaired before he is taken out of stasis). He could be buried for years and still look exactly the same. Water and wind erosion, or wild animals could damaged him, but decay will not. He can be taken out of stasis at anytime by anyone with biostasis ability (or possibly with advanced technology).

To put someone in biostasis, the healer must first make a successful Competent Task Roll with a medical skill (Paramedic, Surgery, etc.) followed by a successful Competent Task Roll with PSI + Stasis + 1d10. If successful, the subject will then be in biostasis. It costs 1 END per Level, each Level use will keep the subject in biostasis for (Level x3) days. The healer may, at any time, take the subject out of biostasis by following the same procedure. Any healer may remove a subject from biostasis.

However, a healer could lock a subject in biostasis with a unique cellular configuration. Doing this gives a +10 difficulty penalty, but only that healer will be able to take the subject out of stasis again.

Cognition

Traditionally classified along with ESP powers, Cognition (or 'to know') is listed as a separate power because many of the assumptions made with EPS may not hold true with powers of Cognition. If the GM feels the ability to foresee the future is in violation of the natural order of the universe, Cognition should be barred from use.

Cognition Skills

Precognition	Danger Sense
Retrocognition	Psychic Reflexes

Cognition powers (precognition, retrocognition, etc) are special in that they don't require a skill check to be made to invoke them, and because of this, they are the only powers which do not take down END (beside, most visions occur in your sleep, anyway). Cognition is always a passive power (except for psychic reflexes), and it is most useful to the GM as a plot device. However, skill rolls are made to determine a character's interpretation (with pre/retro-cognition), or his level of success or failure with danger sense or psychic reflexes. Psychic reflexes are the only active cognitive power, and END is spent to invoke and control it.

Cognition Time Chart (for Pre/Retro-cognition)

Level	Time
1	2 days
2	5 days
3	20 days
4	50 days
5	150 days
6	1 year
7	5 years
8	20 years
9	50 years
10	150 years
11	300 years
12	500 years
12+	+500 years

Cost

Cognition costs 2 PP per Level. No END cost, unless specified (see Psychic Reflexes).

Precognition

This is the ability to foresee future events. Seers (or precogs, soothsayers, prophets, etc) are sometimes able to glimpse a fragment of future time; an eddy backwash from downstream of the spacetime continuum (or some equally ridiculous explanation). Normally, this occurs passively, that is, during dreams or in a sudden vision. When this happens, the GM may simple describe the vision/dream as he sees fit to further the game.

Dream visions occur while the seer is sleeping, meditating, under hypnosis, or dozing off in class. It will not happen every time, of course, and seems to be a spontaneous, unpredicted event (you never know when those eddy backwashes will hit... or do you?). Typically, they involve the seer himself, close friends, or major world events (the Armageddon, for instance). Waking visions occur most often when the seer comes into contact with someone who has a powerful destiny or tragic fate. A waking vision might also occur when the seer enters a certain geological location, or for no apparent reason at all. Whatever the case, the vision will interrupt the seer for about 3 to 12 seconds, during which time he will be cationic, or at least disoriented and unable to take actions. Waking visions are bad news in combat or car chases...

The vision may be as cryptic or clear as the GM wishes. After all, precognition is primarily a plot device. As a guideline, however, the seer's level of power should indicate

the clarity and solidity of the vision. For instance, a minor psychic (Level 1-3) would see foggy, vague images, or perhaps have a strictly symbolic vision. An average seer (Level 4-6) may have a brief clear glimpse, but it would still be tainted with vague symbolism. A more powerful seer
might have a more distinct and "word-for-word" vision. No skill roll is needed to have a precognitive vision, and having a skill is not even required! Only that the seer has the cognition power is enough. It does not even cost END when the power activates.

However, a seer skilled in precognition could interpret his vision. After all, how could one know whether or not his dream was a vision, or just a dream? (Of course, if the GM actually bothers to describe your character's dreams at night, it's a good bet it's important... but you never know with GMs these days...). Therefore, it is required that the seer make a Task Roll against a target set by the GM to interpret the dream. A clear dream might have a Difficulty of only Everyday, whereas a symbolic, dreamy vision could be upwards of Heroic. If the seer succeeds, he knows the dream was a true vision, and the GM may explain a little more about what the vision meant (but don't give it all away!).

Technically, the future is set once seen (via the indisputable laws of quantum mechanics)
otherwise there can be paradoxes which fly in the face of reality. However, it must be remembered that anything foreseen could be interpreted *erroneously* (as described in the above example). Even a Level 20 seer could misinterpret a future event.

Retrocognition

This is the ability to see past events. Like precognition, this is normally passive. However, it rarely occurs in ones sleep. All regressed vision are waking visions. This works exactly the same as it does with precognition. Coming into contact with a person, place, or object which has had a tragic or spectacular event occur in its past could trigger the power.

Whatever the case, the object or place must have been imbedded with a strong psychic
impression. Any area in which a terrible event occurred, or a massive psychic even took place
counts for this. An object or person that has been through similar circumstance also counts (such as a weapon which brutally murdered someone). When such a condition is meet, the GM simply describes the vision as he sees fit. But keep in mind the Cognition Time Chart (above). If the event occurred at a time beyond the max time range, it can be seen.

The vision may be as cryptic or clear as the GM wishes (just as for precognition). No skill roll is needed to have a retrocognitive vision, and having a skill is not even required! Only that the seer has the cognition power is enough. It does not even cost END when the power activates.

However, a seer skilled in retrocognition could interpret his vision. Usually, waking visions are unquestionable a real vision, but depending on how foggy or symbolic it was, the seer still has a chance of misinterpreting the vision. Therefore, it is required that the seer make a Task Roll against a target set by the GM to interpret the vision. A clear vision might have a Difficulty of Everyday, whereas a symbolic, dreamy vision

could be upwards of Heroic. If the seer succeeds the GM may explain a little more about what the vision meant.

For instance, a seer with a Level of 7 enters a room where a murder took place three years ago (with a Level 7 he can see visions of up to five years old). As he enters, he is suddenly struck with a vision of a man in a black trench coat shooting his father with a Colt .44. It is possible that in highly tragic areas (such as a battlefield), the seer may be hit with more than one vision at once.

Danger Sense

This is the ability to sense an impending danger, often called the 'sixth sense', as many
animals seem to demonstrate this ability. Danger sense is passive, and uses no END, and is constantly active. A person with no skill in danger sense may still feel danger, a prickly on the back of his neck, but have no idea what to do.

On the other hand, if the character does have a skill (or by using the base PSI attribute) the GM can tell the player that his character 'has a bad feeling about this' and to make a Competent Danger Sense Task Roll. This target may be higher if the GM deems that there are special circumstances. If the character succeeds, he may know the direction and distance of the danger, and possibly how extreme it is. On a critical success he will even know what the danger is. On a failed roll, the character only knows something is wrong. On a critical failure, the character decides nothing is wrong and was a false alarm.

It is important to remember that most NPCs with Cognition will have danger sense as well. The GM should keep this in mind...

Psychic Reflexes

This is the only 'active' Cognition method. Psychic reflexes basically allows a character to foresee the actions of others seconds (or milliseconds) before they are actually taken.
Obviously, this gives an incredible combat advantage. It can also give advantages in other
areas, such as car chases, sports, and so forth. When used, psychic reflexes will enhance a character's apparent physical reflexes, making him able to react faster to situations.

Level	REF bonus
1	+1
2	+1
3	+1
4	+2
5	+2
6	+2
7	+3
8	+3
9	+3
10	+4
11	+4
12	+4
12+	+1/3 [+5 at 13, +6 at 16, +7 at 19, etc]

This power is invoked on a Heroic Task Roll. It costs 2 END per Level to invoke, and will remain in effect for a number of *actions* equal to the Level used. It takes one action to invoke psychic reflexes, but it is maintained automatically, for the extent of its endurance.

For example, a psychic with a PSI of 8 and a Level of 8 chooses to invoke Psychic Reflexes (skill of 5). He only wants to use Level 7 (looking at the chart we see 7, 8, and 9 all grant +3). His roll is 8 + 5 + 1d10, vs. a Heroic Difficulty. He must also spend 14 END. If he succeeds, his REF is boosted by +3, and it will last 7 actions (or, 3.5 turns approximately). When this runs out, he must invoke it again, spending END and making another Heroic Task Roll.

For as long as it is active, this will enhance all REF based rolls. It will not change derived
characteristics (your Speed and Luck will not increase), but your initiative roll and REF based skill rolls will be enhanced.

Note: The Defense Roll uses DEX (though I think it should be REF) and clearly, having psychic reflexes should increase your ability to dodge attacks! Therefore, psychic reflex is always added to your Defense Roll, but it will not actually increase DEX.

Electrokinesis

Electrokinesis is the ability to alter, control, or create electrical energy by biopsychoelectic means. As all laws of physics still apply, no energy can be created or destroyed.

Therefore, this ability is quite taxing on any psi who uses it, as he must personally generate the energy required (however, the Drain skill can be used to gain more power).

Each level of EK in a particular skill has different effects, so there is no central effects chart (as is the case with many other powers).

Electrokinesis Skills

Electromagnetic Pulse	Drain
Lightning	Interface
Light	Cloaking

Cost

Electrokinesis costs 3 PP per Level. END cost is 4 per Level

Electromagnetic Pulse

This is the ability to send out a powerful electromagnetic pulse that can burn out electronic devices. For our purposes, a non-standard scale shall be employed, called EM points (1 EMP equals 1 kw of energy per second). An EK can send out a one second pulse equal to his Level (in D6s) x 10. For instance, an EK with a Level of 5 could generate a 5D6 x 10 EM
pulse. To generate the pulse, the EK must make a Competent Use Power EMP task roll, and spend 4 END per Level used. The pulse will affect every electronic item within a radius equal to the EK's Level cubed, in meters (with Level 5 the radius of effect is 125 meters). Only by using less power can he lower this radius (to a minimum of 1 meter with

Level 1). Every object will take the EMP damage. The dice are rolled (in this case 5D6) and multiplied by 10. If 19 was rolled, the total EMP damage would be 190.

Typically, armor will shield devices from the effects of EMP (physical armor, most energy shields have no effect). Subtract the armor's KD from the EM points (as normal). If EMP penetrates the armor, it has a chance of destroying the device. EMP does not damage SDP, but SDP is used as a base measurement.

If the device takes ¼ its SDP in EMP damage, it 'stalls'. A computer would shut off, lights would flicker, radios would crackle, but they will not be permanently damage. However, if a device takes ½ its SDP in EMP damage, its electronics are burned out. These effects are not cumulative. Once a burst has passed, no EMP damage is retained.

For example, an EK with a Level of 5 generates an EM pulse at full power. He must make his task roll and expend 20 END. Every electronic device (including those he is wearing) within 125 meters will take 5D6 x 10 EM damage. If a battlesuit was within this radius, and the damage roll comes to 20 x 10, it will be hit with 200 EMP. If the suit had 100 KD, then only 100 EMP would penetrate. The battlesuit's SPD is 300, so it took more than ¼ of its SDP damage, but not quite half, so the suite stalls for a action, but is otherwise undamaged. If next turn the EM inflicted 400 EMP, 300 EMP would penetrate the armor, and the suit's electronics would be burned out, rendering it inoperable.

Optical, biological, and other non-electronic systems are not affected by EMPs. EMP hardened electronics (most military systems) automatically have their full SDP counted as EMP armor, in addition to whatever normal armor they may have. EMP can also be used to jam radio or radar signals. A Level of at least 2 can typically jam radio transmissions (remember, it is per action, so it will take *a lot* of energy to keep this up). It takes at least 5 to jam a radar signal (from a tracking system or a homing missile). The radius of effect is still the same ($Level^3$ in meters). EMP does not directly harm humans.

However, being in a jet at 40,000 feet and suddenly having all electrically equipment burn out would be rather fatal. And this says nothing about what it can do to cybernetics...

Drain

This is the *very* useful ability to take electrical power and convert it to biological energy. It can also be used to divert energy so that a device ceases function. In no way is the energy destroyed, the EK simply takes the energy and disperses it harmlessly into the air (or absorbs it in himself).

In this way, an EK can do one of several things on a successful Competent Task Roll.

An EK may convert electrical energy into biological (END) energy. *10 kilowatt of energy can return 1 END point!* An EK can drain power at a rate of 1 END per Level, per Phase. (In actuality, you are draining 5 END per 20 kilowatts, but 4 END is spent per Level to use the power, so this totals out to 1 END per Level).

A power outlet can supply around 2200 watts of raw current at 20 amps (about 2.2kws), per Phase (it can safely supply only 220 watts, otherwise it will blow the breaker in 1D6 Phases). A breaker box can supply around 10 kws per Phase. A transformer can probably supply 1,000 kilowatts per Phase. A typical power plant can output between 100,000 to 500,000 kws per action.

For instance, if an EK is trying to gain END from a power outlet at max burn (2.2kws per action), he will gain 1 END after (10kws per END / 2.2kws per action = 4.5), or 5 action. Remember, this could trip a breaker. If he were to extract the energy at a safer rate of 220 watts per phase, it would take him (10kws per END / 0.220 kws per action = 45.5), or 46 action (that is just two minutes).

The EK may also absorb energy to a special END pool, to be used as a reserve source of energy to do other things, such as EMP or lightning, or to be used with other psi powers (or anything which requires END). An EK may pool END within his body equal to his Level x 5. You may harmlessly disperse the energy if you every exceed your body's storage capacity.

It is also possible for the EK to shut down electrical equipment by dampening its power flow. On a successful Competent Task Roll, and by spending 4 END, the EK has successfully disabled the device until it can be restarted. This does not destroy the device or preeminently damage it in anyway (unless it is damaged by virtue of being shut off, like an antimatter containment system, for instance...)

It is also possible to pull power from a wall socket or outlet at such a rate as to purposefully blow fuses. For instance, you are in a room and want the lights off *fast* you could drain over 220 watts per second from the socket and blow the fuse in 1D6 actions...

Ranged Drain: It is possible to make a ranged drain. This is done by turning your body into a negatively charged "lightning rod" attracting power from wall sockets, appliances, batteries and such. You must have a Level of at least 5 to do perform a ranged drain. Your "drain range" is equal to (Level - 4) x 2, in meters. That is, a Level 7 EK could pull power from a wall socket 6 meters away. In effect, a crackling bolt of electricity will arc from it the energy source to the EK. Anyone passing between him and the arc will take damage as per Lighting (below), but the user cannot actively use this as a weapon (some has to be stupid enough to walk through the snapping arcs of electricity). When performing ranged drain, you are only able to siphon
1 END per 20 kws, due to the loss of power through the air (that is, you get half as much as normal).

Lightning

This is the ability to create a bolt of destructive energy. The bolt is electro-plasmic in
nature, like lightning, and makes a loud cracking or clapping sound when fired. The EK can fire a bolt of electricity from his body (usually a hand) which does 2 DC per Level used. For instance, an EK with a Level of 8 could chose to use 6 Levels to cast a lightning bolt. This would cost him 24 END (at 4 END per Level) and do 12 DC damage! The maximum effective range is equal to the EK's Level x 10, in meters.

For very powerful blasts of energy, the energy turns to a pure bolt of ionic-plasma energy. Any bolt which does over 14DC creates an explosive blast radius, as per Area of Effect rules. It is a normal Task Resolution to hit a target. All to-hit penalties and bonuses apply. There is a +1 WA to hit metal, or -1 WA if the target is non-metal but a strong conductive substance is nearby.

Interface

This is the ability to mentally control the functions of an electronic device (such as a watch, appliance, fly-by-wire jet or vehicle, or even a computer). You must have an appropriate skill for controlling the vehicle or operating the machine (piloting for aircraft, driving for cars, computer operations for computers, etc.). This cannot be used to control things which have mechanical or analog controls, such as dials, switches, peddles, or wheels, which are not redundantly operated by electronics. Some mechanical controls have fly-by-wire systems
which can be used to override the mechanical controls (as is the case with fighters and 21st century cars).

To interface with a device, the EK need only make a Competent Task Roll and spend 4 END. His Level dictates the range at which he can interface with a device. The EK has an interface range equal to his Level, in meters. So, an EK with a Level of 6, may interface with a device up to 6 meters away. Most devices require only simple commands (on/off, wash/dry, etc). However, computers and vehicles are much more complex. Once interfaced, all skill rolls to control the device are done as normal (with bonuses, as listed below). However, once every minute the EK must spend 1 END and make a Competent Task Roll to remain connected. The EK must totally concentrate on controlling the device, and can do little else. He can talk and can perceive his surrounding (except when inside a computer), but may not perform any complex actions or use other psi powers. If he is severely distracted (get's shot, for instance) contact is broken.

When driving or piloting, the EK gets a +2 bonus to all diving or piloting rolls. When using an electronically controlled weapon (such as those on fighters, or computer control vehicle weapons as on modern tanks and ships) he gains a +1 WA to hit. If, for whatever reason, the EK loses contact, he will lose control of the vehicle (or weapon) until he takes control again mentally, or manually. [Optionally, any vehicle or mecha is treated as having the *though controlled* system.]

When controlling a computer, the EK must immerse himself in the I/O flow of the machine. He must have a Programming skill of 6, as well as a Computer Operations skill of 8 to understand the binary data to the point of being able to control the computer at such a direct and basic level. If he can see a monitor, he only needs a programming skill of 4, as he does not need to interpret the output. He does not need to roll programming to understand or feed in the data (unless he is actually making a program) but he will need to use his Computer Ops skill to accomplish tasks. The advantage of being linked to a computer in this way is that you gain all
the benefits of having a direct neural interface. The usefulness of this depends on the game world
(Cyberpunk 2030, for instance, uses neural interfaces).

Light

The EK can generate energy in the "white light" range of visible light, with brilliance equal to a good LED flashlight. The globe of light is only about 10cm in diameter, but the light radiates out to effectively illuminate 2m per rank used. Typically rank 1-2 is sufficient for reading or working. The END cost is 4 per rank, and lasts for 1 minute before needing to be recharged. The globe stays within 1m of the EK, but he can mentally move it around with no effort.

Cloaking

The EK can bend light around themselves, appearing to vanish from visible detection. This creates a -2 penalty to visual Awareness & Notice rolls to detect the cloaked individual. Up to rank 4 leaves a "fringe effect" around the EK, much like in the Predator movies. From rank 5 and up the invisibility is more complete. It costs 4 END per rank to initiate this ability, and costs 1 END per rank per turn to maintain. This ability does not mask sound, smell or infrared/ultraviolet spectrum.

Extra-Sensory Perception

ESP, remote viewing, clairvoyance, third eye... Whatever you call it, it amounts to the same thing. ESP is the ability to see with the power of the mind. Some believe it is the sensory power of an as yet undiscovered organ or structure within the brain. Others believe it to be the sense of the "soul's eye". Still others think it nothing more than highly developed intuitive probability analysis. But, in the end, ESP is ESP.

Many psychics with EPS are called espers, but this is deceptive, because many psychics are called epsers in general, mainly because some people classify telepathy, cognition, and astral
projection all under the category of ESP, even though they have nothing to do with 'extra senses'.

For simplicity, the telepathic range chart is used for determining ranges of ESP power

Level	Range (meters)
1	2
2	5
3	20
4	50
5	150
6	400
7	1000
8	3000
9	8000
10	20,000 (20 km)
11	60,000 (60 km)
12	200,000 (200 km)
12+	+200 km per +1

In case you did not notice, the range is close to exponential growth (E^{Level}, but rounded off). Therefore, if the GM has a good calculator, he may opt to actually calculate the ranges (but he doesn't have to).

ESP Skills

Clairvoyance	Dowsing
Psychometry	Aura Viewing

Cost

ESP costs 1 PP per Level. END cost is 1 per Level.

Clairvoyance

This is the ability to see thing beyond your normal range of perception. An esper with this skill could see through walls into a nearby room, read a closed book, see the interior of a box or chest, or, if powerful enough, look to distance places. An esper's range is listed in the above table. This measures how far he can displace his perception. The visible area seen, however, is equal to the esper's power, in meters (as a radius). Therefore, an esper with a Level of 8 could look up to 3 kilometers away, but only be able to see for a radius of 8 meters (diameter of 16 meters, or a large room). To use this power, the esper must spend END (at 1 per Level) and make a successful Competent Task Roll. He will then see the image in his mind, but cannot perceive his normal surroundings until the power is deactivated. The power can be sustained by spending 1 END per turn, and making a successful Competent Task Roll.

Clairvoyance can cut through darkness, that is, even a pitch black room will appear clear and distinct. Therefore, an esper may use his power to "see in the dark" by activating his power and not displacing his vision. He must still make a successful task roll and spend the END as normal. This will eliminate all penalties for darkness (or blindness!) for as long as the power remains active.

It is possible for an esper who has both clairvoyance and telepathy powers to first locate a
person via clairvoyance, then use his telepathic powers to send him a message, read his mind, or
take control of his body!

Psychometry

This is the ability to learn, or feel, information regarding the past of an object, place, or even a person. This is different from retrocognition, however, because the esper only feels sensations and vague facts imprinted on the object. The esper must be in contact with the object
to use this power. He must spend END (at 1 per Level) and make a successful Competent Task Roll. The GM may then give him one fact, or impression, about the object. He may use the power again to get more information.

Alternatively, he could actively seek information from the object's past. This information
request should be a short and simple question, such as "Who last touched this." or "How old is this?". The esper must spend END (at 1 per Level) and make a successful Incredible Task Roll. The GM must answer the question, but only in the form of impressions. That is, he cannot give names or dates, but he could describe a person or express time in years elapsed.

Dowsing

This is the ability to home in on a specified target, such as water, gold, or your car which is lost in the mall parking lot. It can also be used to find people, but you must know that person or have something of theirs, such as a piece of clothing or strand of hair.

A dowser's range is listed in the above table. To use this power, the dowser must spend END (at 1 per Level) and make a successful Competent Task Roll. He will then be

'pulled' in the direction of his target. though he will have little to no sense of the exact distance, he will have a feeling of how close he is getting. The power can be sustained by spending 1 END per Turn, and making a successful Competent Task Roll.

Using a dowsing rod, or other focusing object, such as pendulum or 'witch's compass' will
add a +2 to your skill roll.

Aura Viewing

Every life form gives off a bio-psychic "aura", and this doesn't just vanish with death. Ghosts can still be detected and sometimes photographed with krillian cameras. With this ability, the esper can see and interpret a target's aura. Unlike other psychic skills, this one grants further information at each rank. It costs 1 END to use, regardless of skill level.

1 - Esper can tell if the target has a PSI stat, their race and gender, overall physical condition (wounded, poisoned, sick, etc) and mental health (stable, deranged, depressed, etc).
2 - Esper can tell if the target is a latent or active esper, if applicable.
3 - Esper can gauge the rough level of another esper (low 1-3 PSI, moderate 4-7 PSI, high 8+ PSI)
4 - Esper can gauge the exact PSI stat of the target
5 - Esper can gauge the rough level of another esper's powers (as per 3)
6 - Esper can gauge the rough level of another esper's skills (as per 3)
7 - Esper can determine what powers an esper has
8 - Esper can determine what skills and powers an esper has, and what level each
9 - Esper can read five targets at once
10 - Esper can read ten targets at once
10+ - Esper can read an additional five targets per rank

Invid Alchemy

A slight misnomer, this power is providence of the Regent, the Regess and her solugi Invid. It allows for the controlled evolution of the Invid and modification or development of Invid mecha and inorganics.

Level	Range (meters)
1	2
2	5
3	20
4	50
5	150
6	400
7	1000
8	3000
9	8000
10	20,000 (20 km)
11	60,000 (60 km)
12	200,000 (200 km)
12+	+200 km per +1

Invid Alchemy Skills
Evolution Biomechanics

Cost
Invid Alchemy costs 4 PP per Level. END cost is variable.

Evolution

This is likely the most important ability available to the Invid leadership. It allows the Invid to "push" an instant evolution in another Invid, typically a lesser caste. The cost is 3 END per rank. This ability only works on Invid. The effect is that the target "gains" 5 Evolution Points (as detailed in Sourcebook 3, Chapter 14) per rank of the ability used on them. This is used to evolve them to a higher caste.

If the GM doesn't wish to mess with EP, the chart below can simplify things (using Rank 10 takes the Invid out of the campaign):
2 - the Invid may evolve a warrior into a worker
4 - the Invid may evolve a worker into a drone
6 - the Invid may evolve a drone into a sub-king/queen
8 - the Invid may evolve a sub-king/queen into a solugi
10 - the Invid may transcend the mortal realm (the Regess used this and a lot of protoculture to evolve all remaining Invid with her)

Biomechanics

The Invid do not "build" their mecha in factories like other races. Rather, their mecha are grown in the hives and then solidified into their final forms. This skill may be used by the Invid in place of Mecha Design and Mecha Tech for designing and maintaining Invid mecha. The Invid may develop or modify Invid mecha up to 50 CP per rank of the skill. The END cost is 4 per rank each use.

At rank one of this ability, the Invid also gains a minor ability of molecular rearrangement, allowing them to create clothing on themselves from molecules in their immediate environment. This is mostly here to explain how Ariel goes from naked to implausible-to-keep-on vinyl bodysuit in the blink of an eye, as molecular manipulation would require Telekinesis / Fine Telekinetic Control 10.

Full rules on mecha design are found in Sourcebook 4, Chapter 16.

Psychodynamics

Psychodynamics is the ability to actually manipulate and control psionic energies using your mental powers. Whatever energy makes psychic powers work (be it psion particles, bioenergy, cosmic forces) you have the direct ability to control the flow of this energy. As a psychodynamisist, it is possible for you create fields of psionic noise, jam certain powers or
individuals, or actually absorb powers and energy.

Psychodynamics Skills
Psi Jamming Psi Static
Siphon Energy Steal Power

Cost
Psychodynamics costs 2 PP per Level. END cost is 1 per Level.

Psi Jamming

This is the ability to actively jam psychic powers. With this power, you are able to generate a negative psi field (anti-psions, etc) which dampens all psionic power in its radius of effect (where you are the center of the jamming field). There is no contest of skills, the field is either generated or it is not. To generate a psi jamming field, you must spend 1 END per Level and make a Competent Task Roll. You can maintain the field each action by spending just 1 END and making another Competent Task Roll.

For every two points of your Level used, everyone who is within in the radius (or any powers passing through that area) has their Power Levels reduced by 1. That is, if you have a Level of 8 and generate a psi jamming field, all Power Levels will be at an effective -4.

The effect radius of this ability is equal to your Level x 10, in meters.

Psi Static

Psi static can be generated which interferes with *all* psionic powers within a given radius. This psionic noise can seriously disrupt most psychics, and if a mental slug-fest is getting a little too rough, it is not uncommon for a psychodynamisist on one side to simply blast the area with some static and end the battle in one fell swoop.

To generate a psi static field, you must spend 1 END per Level and make a Competent Task Roll. You can maintain the field each Phase by spending just 1 END and making another Competent Task Roll. The radius of effect is equal to your Level squared (Level 5 has an area of effect of 25 meters). Anyone who is in this area (or any psi powers that pass through this area) receives a skill penalty to use their powers. All psychic Use Power skills are at a penalty equal to the generator's power Level. For instance, if you have a Level of 8 and generate a psi static field (64 meters in radius), everyone is at a -8 to use psi powers. Your roll to maintain the static field is not effected, but all other Use Power rolls are.

Siphon Energy

The ability to drain biopsi life-energy from a subject is often considered a negative and hostile action. However, there might be some cases where this power could be used beneficially.

Siphoning energy drains Endurance energy from a target victim and uses it to replenish your own
supply. This is a contest against the target's COOL + Concentration (or PSI + Mind Shield) + 1d10 roll. If you succeed against the victim with your Use Power Siphon Energy, you can drain away some amount of his END. Weather you succeeded or failed, it will cost you 1 END per Level used. However, if you succeed, you will drain away some of the targets END, which will more than likely return an Endurance profit.

For every Level, you will take 2 points of END from your target, and put them into your

Endurance pool. However, because you spent 1 END per Level, your overall gain is *1 END per Level*. For instance, if you have a Level of 8 and use full power to siphon energy from a target, he will lose 16 END, and you will gain 16 END. Because you spent 8 END using the power, your overall gain was +8 END.

The maximum range of this ability is equal to your Level x 10, in meters.

Steal Power

With this ability, it is possible to temporarily steal another psychics Powers. This is a contest against the target's COOL + Concentration (or PSI + Mind Shield) + 1d10 roll. If you succeed against the victim with your Use Power Steal Power, you can drain away some levels of *one* of his Powers. Using this power also costs you 1 END per Level used.

For every three Levels used, you reduce one of your target's Power by one level and increase yours by one Level. You cannot drain a victim below 0 Levels. This will only last a short while, however. Every minute that passes you will lose one point and the victim will regain a point. If the victim was killed, you still lose the Power Levels at a rate of 1 per minute.

For instance, if you have a Level of 8 and succeed against another psychic with a Level of 6 in Telepathy. You can drain 2 points of Telepathy Levels away from him. Your Telepathy is now at +2 and his is now Telepathy 4. The next action you may do the same. But remember, the Levels can never exceed your own PSI characteristic for any power.

Telepathy

Among the most well known and common psychic powers in almost any genre; the ability to communicate or influence another mind using one's own mental powers. Telepaths are commonly referred to as scanners or teeps. Telepathy is by far the most complicated power, as it always involves a contest of skills between two or more people.

Telepathy Skills

Telepathic Send	Mental Illusion
Mind Shield	Mind Scan
Emotion Sense	Mind Wipe
Psi Sense	Mind Transplant
Thought Sense	Mind Control
Mental Blast	

Using the Telepathy

The usage of telepathy usual (but not always) requires a contest against another character
(say, trying to control someone's mind or read their thoughts), the roll would be, of course:

Attacker's PSI + Use Power skill + 1d10
vs.
Defender's Stat + Concentration + 1d10

The appropriate stat for the defender is COOL or PSI, whichever is higher, and Mind Shield may be used instead of Concentration, if the defender possesses it.

Telepathic "Damage"

All telepathic powers have a DC (damage class). More often than not, this is just a way to determine the effect. For example, telepathy has a DC of 1d6 per rank. A person with Rank 6 has a telepathic DC of 6d6. This is rolled to determine the effect of a *successful* telepathic action (such as reading a mind or hitting the target with a mental blast) vs. the target's RES. This is only rolled after a successful use of the power.

Resolving Telepathy

If this is confusing, just reference the flow chart below:

1. The attacker decides on the appropriate effect from the Power. IE "I want to control his mind to make him follow me into the trap"
2. The attacker adds his PSI + Use Power Skill to make the attack. The Defender adds his Will (or PSI) + Concentration to Defend.
3. If successful, the attacker rolls the DC of the Telepathic Power to determine the Effect Number.
4. Subtract the target's Mental Defense (if any) from the Effect Number.
5. Multiply the target's Will by three to determine his Resistance (a Derived Characteristic), and then compare the results to the most appropriate Results Chart.
6. If the attacker's Effect Number exceeds the value needed for the desired effect level on the chart, the defender may attempt to make a Legendary roll (DV 60+) using his Willpower +
Concentration. If this roll is successful, the target loses his next action, but is not otherwise affected by the attack. If the roll is missed, the target takes full effects from the attack.

Telepathic powers have a limited range, and this range is the same for all the telepathic Methods. Ranges are listed in the below chart. However, some methods require line-of-sight with the target (note, however, this could be used with clairvoyance or some other remote seeing ability).

Rank	**Range (meters)**
1	2
2	5
3	20
4	50
5	50
6	400
7	1000
8	3000
9	8000
10	20,000 (20 km)
11	60,000 (60 km)
12	200,000 (200 km)
12+	+200 km per +1

In case you did not notice, the range is close to exponential growth (E^{Level}, but rounded off). Therefore, if the GM has a good calculator, he may opt to actually calculate the ranges (but he doesn't have to).

Cost

Telepathy costs 2 PP per Level. END cost is 1 per Level used. The Effect (in DC) is 1D6 per Level (see above for rules on Effect). *Touching* a subject increases the DC value by an additional 2 (2D6).

Telepathic Methods

Below are all telepathic methods available. Each requires a separate Use Power skill.

Telepathic Send

This is simply the ability to mentally communicate with one or more people. It is just as easy to send a message to one person, or a small group, as it is to send to all people within range (a mental shout). A mental reply can only be sent if the sender has telepathy and this skill as well. Otherwise, he must communicate by normal means. The telepath could, however, simply read is mind to get a reply (see Mind Scan), whether his target wishes to reply or not!

A telepath can send any thought to his target(s) -- Images, sounds, smells, ideas, or even emotions. However, sending emotions does not affect the target's emotions directly. And, of course, he may send "verbal" messages.

As with most telepathic powers, it is possible for someone to block. To block a message, the defender must make a COOL + Concentration or a PSI + Mind Shield Task Resolution, verses the sender's success roll (just as normal). It is possible to send a message to someone who is not in line of sight, but is still within range. To do this, the telepath must have a good mental picture of the target make a Competent Task roll. Once the first message is sent, the telepath does not need to spend any more END, but must make a Task roll for every consecutive message. If a minute passes without sending a message, or if he loses contact for some other reason (ie, his target moves out of range), or if he changes his target, he must spend END and roll to reactive his power. If he every fails his Task Roll, he loses contact. He must then spend END and roll to reactive his power to reconnect.

Mind Shield

Mind shield is a protective psionic shield that blocks mental intrusion (such as telepathy, illusions, mind scans, etc.) and even telepathic attacks, like mind blast. Any telepathic intrusion or attack can be countered by PSI + Use Power Mind Shield. To use Mind Shield, the defender simply declares he is invoking the shield. This costs 1 END x his Level, but it may stay up indefinitely, at no extra cost, as long as the psi continues to think about it or until it is defeated by an attack ('shattered').

Emotion Sense

Similar to empathy, but one step further. A true psychic empath is able to directly sense what another person is feeling, though not what they are thinking. Empaths do not scan a person's mind, despite the myth that they do. Emotion sense is just that, a sense. It is passive, not active. Therefore, an empath can only pick up the emotions from those around him. If he sees
someone on a view screen or TV or is talking to them on the telephone, he cannot sense their emotions, (unless he is in telepathic range).

To sense emotions of a target, the empath makes a Competent Task roll (or Heroic if he is not directly in their presence). The target may, of course, be masking his emotions, in which case it is a contest against the target's COOL + Concentration or PSI + Mind Shield, as normal.

The Effect Level (DC - Mental Defense) determines how much the empath learns.

Result	What You Sense
> than RES	Positive, negative, or neutral feelings
10 > than RES	Basic emotion
20 > than RES	Complex emotions
30 > than RES	As above, and you can sense lies.

Psi Sense

This is the ability to sense psi powers in other people. Psi 'sniffers' do not scan a person's mind directly. This is passive skill, not active. A psi sniffer must be able to see his subject.
If he sees someone on a view screen or TV or is talking to them on the phone, he cannot sense their level of psi (unless he is in telepathic range). To sense the psionic powers of a target, the
telepath must make a Competent Task Roll (or Heroic if he is not directly in their presence). The target may, of course, be masking his psi, in which case it is a contest against the target's COOL + Concentration or PSI + Mind Shield, as normal.

The Effect Level (DC - Mental Defense) determines how much the empath learns.

Result	What You Sense
> than	RES If subject is psionic or not
10 > than RES	The level of his PSI characteristic
20 > than RES	As above, and what powers he has
30 > than RES	As above, and you know his skills, too

Thought Sense

Like Emotion Sense, Thought Sense passively picks up on thoughts. Sensors do not scan
a person's mind; Thought Sense is just that, a sense. It is passive, not active. Therefore, a sensor can only pick up on loud thoughts broadcast by those around him. If he sees someone on a view screen or TV or is talking to them on the telephone, he can sense any unrestrained thoughts, but only if he is in telepathic range. Otherwise, he simply cannot.

To sense thoughts coming from a person (or persons), the sensor makes a Competent Task Roll (or Heroic if he is not directly in their presence). The target may, of course, restrain his thoughts. This is a simple matter, but the person must actively do so

by rolling COOL + Concentration or PSI + Mind Shield, as normal. This is not, however, a contest. If someone
is restraining their thoughts, they just can't be sensed (at least, not without an active Mind Scan).

Normally, a person has just one broadcast thought, typically what is on his mind at that instance. There is no Effect table, because there is just one effect, that is, the if the sensor succeeds he picks up on the thought. This is good for quick interrogations, just as a question and the desired though will pop out of their mind (unless they are restraining, see above). When a telepath opens his mind with Thought Sense, it only uses 1 END, no matter what Level he has, because it requires little effort on his part. His mind will remain open for just one Phase (3
seconds), then he must do it again next Phase.

Mental Illusion

This is the ability to project an illusion directly into a person's mind. To use Mental Illusion, the telepath must make a success against the defender (resolved as normal).

Mental Illusions are only in the subject's mind. You can effect more than one person at -1 to your skill per person (each subject gets to roll against your attack with varying effects). Illusions alter the perception of reality for the subject. You can make him see things differently (the credit card looks like a corporate ID badge), or totally outlandish (the target suddenly seems to be on the Moon).

Mental illusions cannot cause actually damage (Stun or killing). Even if a target thinks he is on fire, he will not actually be hurt. While the illusion is maintained, he will feel the pain, and run around screaming, and might even jump out a window. But the fire itself does not hurt him.

Some really neat uses of illusions include, making yourself, or someone else, disappear (turn 'invisible'), blocking one of the target's senses (target becomes 'blind'), or making the target jump out a fifty story window when he thinks he's on the first floor.

Once created, an illusion can be maintained at a cost of 1 END per Phase. However, each Phase it is maintained, another Task Roll is made. If the target ever wins, the illusion is lost, and the telepath must do it all over again, spending the full END to create a new illusion.

The Effect Level (DC - Mental Defense) determines how good the illusion was.

Result	Effect
> than RES	Attacker can make cosmetic changes to setting
10 > than RES	Attacker can make major changes to setting
20 > than RES	Attacker can completely alter setting
30 > than RES	Target no longer interacts with real environment

Mind Scan

This is that old miscreant ability to read minds. Mind reading can be used for benign or
innocent purposes, such as long range telepathic communication with a non-telepath. Unfortunately, most people simply use it to pick people's brains for information.

Mind Scan is an active intrusion into a person's mind (whereas Emotion Sense and Though Sense are passive). Anyone can feel a telepath forcibly reading his or her mind. They can feel the prickling sensation of the intruder's presence, and, if they are sensitive enough can sometimes notice their thoughts (+5 to the victim's Emotion Sense or Though Sense Task Roll).

Used innocently, the telepath could read the surface thoughts of an individual. This will tell what that individuals emotional state is, and what is on his mind at the moment (he could, for instance, be thinking of a reply to a message the telepath had just sent). If the target wants this, the telepath need only make a Competent Task Roll succeed (a simple task).

However, that individual could try to hide his thoughts. This requires that the telepath make a Task Roll against the defender, resolved as a normal contest of skills.

The telepath could also pry deep into the target's memory (a deep scan). This could take a
matter of minutes to hours, depending on the obscurity or significance of the information (GM's
discretion). END cost will be 2 to 5 times greater, due to the extra effort involved. The final DC results from a deep scan are *doubled*.

As always, the target may try to block the telepath if he know he is being scanned. If he is
unconscious, his WILL and RES are his only defense.

The Effect Level (DC - Mental Defense) determines the results of the scan (double DC for deep scans).

Result	Effect
> than RES	Read surface thoughts
10 > than RES	Read deep, hidden thoughts
20 > than RES	Read into the target's memory
30 > than RES	Read into the target's subconscious

Mind Wipe

This nasty little process allows a telepath to remove some or all of a subjects memories. He must first locate the desired memory, as per Mind Scan, or he may blindly wipe the subject's mind completely.

This process takes a while, so the subject should be incapacitated or at least strapped down so he can't get away. To Mind Wipe a victim, the telepath must make a Task Roll against the defender (resolved as normal). The results are determined by DC - the subject's Resistance.

Cost to remove one targeted memory (targeted by Mind Scan), is normal (1 END per Level). However, to attempt to wipe an entire mind, the END cost is x10 (so you may not be able to use all your Levels). The time is normally one hour, but could be less depending on the results.

The Effect Level (DC - Mental Defense) determines how good the Mind Wipe was.

Result	Effect
> than RES	Memory deleted but will return in 1d6 months.
10 > than RES	Memory deleted but may be restored by hypnotism or therapy.

20 > than RES	Memory deleted, and it took 40 minutes
30 > than RES	Memory deleted, and it took 20 minutes

Mind Transplant

This is a drastic form of brainwashing. It involves the creation of false memories or an entire personality, which is then hypnotically inserted into a victim's mind. This will not destroy any memories or existing personality, unless Mind Wipe was preformed early. Mind Transplant is a very difficulty telepathic method to learn, as it involves the spontaneous creation of a realistic memory or a completely new personality. Inserting memories is the simplest form of
mind transplant, though by no means trivial.

Normally, this takes an hour and a normal expenditure of END. The victim can resist, conscious or not, however an unconscious victim can only resist with a COOL roll (against the telepath's Mind Transplant roll) and Mental Defense against the DC results.

Inserting a new personality is more difficult, and requires that the telepath create a new
personality to insert. Normally, this would just be a personality with quirks, motives, and traits all its own, with probably a few built-in subconscious directives from the telepath. It would still use the old personality skills and knowledge, unless these were erased. A new personality could completely overwrite an existing one only if the telepath first mind wiped the victim. Creating a new personality takes a day of dedicated work. END expenditure is irrelevant, since that is all the telepath will be doing (it is a lot, however. Figure about 20 - 30 END per hour). The victim can resist as above.

Alternatively, a "sleeper" personality could be inserted. This is exactly the same as above, but the old personality is retained. Inside the subconscious, a sleeper personality is constructed, programmed to surface at a certain time or at the command of a key word (or even at a telepathic signal!). The person will go on about his life, unaware of the sleeping personality, until it wakens. When it does, it will destroy his old personality and replace it. Creating a sleeper is much more complicated, and requires two days of dedicated work, and usually more than one
telepath. This is often used to create assassins or unwilling spies. Another telepath can detect this
sleeper only on a Mind Scan Effect of 30 > than RES (reading the subconscious).

The Effect is either a success or failure. If the DC was greater than the victim's RES, it worked. Otherwise, if the victim succeeded with WILL roll or Resisted, it failed.

Mind Control

Even more miscreant than mind reading, mind control is the ability to actually override a
person's consciousness and take control of his body as if it were your own!

To do this, the target must be within range. If he is not in visual range, the telepath must have a good mental image of what the person looks like and make a Mind Control Task Roll at -4. However, this penalty does not apply once he has locked on for the first time unless contact is lost, in which case the telepath must of course reconnect. The target may block the telepath if he know that the telepath is trying to take control (which is usually quite obvious, no perception roll is needed, he will know unless he is

asleep or unconscious). This requires that the telepath must make a Task Roll against the defender, resolved as a normal.

Once connected, the telepath can have a full or partial contact. With full contact, the telepath's body goes "to sleep" and he cannot control it, but has full control over his target. When in full contact, the telepath needs to make a Task Roll against the victim once every minute. If the telepath wins, he keeps control at no further END cost. If the victim wins, control is broken, and the telepath must try to reconnect, burning more END. Whether the victim can see what his body is doing, or if his mind is unconscious, is a game effect left up to the GM. With partial control, the telepath must make a Task Roll every Phase (3 seconds) against the target's roll, but still has partial control over his own body (all actions at -4). Likewise, he has a -4 to all actions he takes with the controlled target. The target my try to fight the telepath, as above.

All characteristics remain the same for the controlled person, except INT, COOL, EMP, and PRE, and all skills which are the telepath's. The telepath *cannot* use his psionic powers through the controlled person. He may use that person's psionic powers but only if he has that power himself, and he can only uses his own Use Power skills, but with the target's Powers, not his own.

The Effect Level (DC - Mental Defense) determines the level of control.

Result	Effect
> than RES	Partial control, actions at -4
10 > than RES	Partial control, but actions at only -2
20 > than RES	Full control (if desired), or Partial at only -1 to all actions.
30 > than RES	Full control (if desired), or Partial at no penalty to any actions.

Mental Blast

This skill is the ability to use one's telepathic power in such a way as to send a mental shock into a target's mind. The target may try to block the attack. The attacker adds his PSI + Mental Blast to make the attack. The Defender adds his COOL + Concentration or PSI + Mind Shield to Defend. If he succeeds, he takes no damage. If he fails, then Stun damage is done equal to the attack's DC minus the target's Mental Defense. The DC of the attack is equal to your Level (level 5 would have a DC5). This works much the same as a normal attack, except the final
effect is that the target takes Stun damage equal to the DC which penetrated his Mental Defense.

For instance, a telepath has a PSI of 7, a Telepathy Level 5, and a Mind Blast of 4. He attacks a normal with a COOL of 8. The telepath rolls 7 + 4 + 1d10, the target rolls 8 + 1d10. The final result is telepath 18, the normal 16. The telepath won, so he rolls for DC. Because his Level is 5, his mind blast DC is 5 (5D6). he rolls a total of 20. The target has a MD of 8, so 12 Stun gets through. The telepath also expended 7 points of END, as normal.

Resolving Mental Blast Attacks:

1. The attacker adds his PSI + Use Power Skill to make the attack. The Defender adds his COOL + Concentration to Defend. 2. If successful attacker rolls the DC of the Mind Blast, then...

3. Subtract the target's Mental Defense (if any) from damage done.

4. The target takes the remaining damage as Stun. Mental Attacks do no collateral or rollover damage.

Telekinesis

Telekinesis is the ability to move objects by utilizing one's own mental power to create kinetic momentum. A telekinetisist (also called kinos, TKs, or teeks) has five distinct ways in which he use their power.

Telekinesis Skills

TK Control	TK Strike
Fine TK Control	TK Shield
TK Defense	

Using Telekinesis

Telekinesis is accomplished by a feat of mental strength. Usually, this simply involves moving objects with no contest of skills between another character. The TK simply rolls his skill against a target number to use his power.

Attacker PSI + Use Power skill + 1d10

vs.

DV + 1d10

Difficulty value is determined by the GM and is used to see if you successfully invoke the power. Hitting a target is a different matter entirely, and does require a contest of skills (verses the defender's Evade).

Effects of Telekinesis

TK is simply mental Strength at a range. Therefore, the effect of TK is the same as any
ordinary Strength effect. Your TK Level equals your TK Strength (TK Level 5 = TK STR 5). Use the Lifting and Throwing tables for determining lifting and throwing (simple, huh?).

Cost

TK costs 3 PP per Level. END cost is 2 per Level used, plus 1 END per Phase to maintain.

Telekinetic Control

This is the ability to lift, move, push, throw, and carry objects using your mental power. It is a very broad skill, which all TKs should posses. Basically, it is the Strength of the Mind. There are many neat tricks you can do with TK Control. Your max telekinetic strength is equal to your Level (unless you are using Extra Effort). This costs 2 END per Level to activate the power in some fashion, and 1 END per Phase to maintain. That is, a psychic with a Level of 6 could use TK with an effective STR of 6, costing 12 END to invoke. However, you do not need to use all your Level. If you only need to move a penny, a STR of 1 would suffice.

To move an object in some way, you must first determine if it is even possible. With a Level of 6 you would be hard pressed to move a car, let alone a tank (without

exerting Extra Effort). With a Level of 12 you could. Normally, the Difficulty in moving an object is trivial. If the GM feels a Task Roll should be made, he can assigning a Difficulty value. Use the standard Lifting to determine max lift capability.

Once lifted, however, a TK might want to actually move the object, or throw it, toward a target. To throw using TK simply use the standard Throw chart. To hit a target, make another Task Roll, using an appropriate target (set by the GM or using the opposing target's evasion roll). Use the Collision table to determine impact damage. Note that throwing a bullet at someone is not the same as projecting a bullet at them. Normally, if a bullet is thrown, it will do little or no damage. A projected bullet can do a lot of damage.

Projecting objects is the ability to force them forward, accelerating or decelerating them. To actively project an object, it must first be lifted. Using the standard Throw Modifier Table, find the Modify Throw number (the far right column). This is subtracted from your TK STR. Compare the modified TK STR to the chart below to find the speed at which the projected object will travel.

Modified TK STR	MA (Mekton)	Speed
1	1	0.8m/s
2	3	2.5m/s
3	6	5m/s
4	8	24 kph
5	10	30 kph
6	15	45 kph
7	60	90 kph
8	60	180 kph (arrow)
9	120	360 kph (airplane)
10	250	750 kph (bullet)
11	375	1125 kph (Mach 1)
12	560	2250 kph (Mach 1.5)
12+	+200	+600 kph

With the table below, you can determine the damage of certain projectiles. Yes, throwing a car at someone would do a lot of damage, but you would just use the collision table. Throwing a pebble at 750 kph would be like a gunshot. This chart is for projected 'bullets' such as pebbles, marbles, screws, nails, etc.

Modified TK STR	DC (d6)
7	1
8	3
9	5
10	8
11	10
12	12
12+	+2

Projecting a bullet at a target is resolved like any ranged combat action, using your Use Power TK Control skill, with any penalties or modifiers. In some cases, you may wish to lift, throw, or project more than one object. However, you get a -1 penalty to your skill for every extra object. For instance, projecting a half dozen ball bearings at

your target might seem cool, but you have a -6 to hit penalty to your skill. The autofire rules are used to determine the number of hits made on a target.

Lifting and projecting oneself is commonly referred to as 'Levitation'. It is not a separate skill, rather, it's just one of the nice things you can do with basic TK Control.

A TK can also use his power to crush, bend, or break things, including people. This is, however, a separate skill, call TK Strike.

Fine Telekinetic Control

Normal TK Control does not cover using the Power for delicate operations, such as picking a lock, fighting with a weapon (sword fighting at long range), writing a letter, or tearing apart atoms.

Fine TK Control requires a new Use Power skill, mainly because the precision needed to do this is a whole new school of thought.

Fine TK Control is not concerned with throwing cars or tanks, or blasting people with a
dozen ball bearings. After all, squeezing the heart closed is pretty fatal, too. Therefore, Strength has no bearing on the usage of Fine TK Control. However, your Level determines how much fine control you posses. As always, you don't have to use the full extent of your Level to accomplish a task. If you need to write a message on a wall from far away, you need only use Level 5.

Level	Ability
1	Snatch objects away from people
2	Organ squeezing
3	Wield a weapon
4	Scrawly handwriting
5	Good handwriting
6	Full human dexterity
7	Delicate 'surgery'
8	Balance a car on a pin
9	Chemical Interactions
10	Molecular Interactions
20	Atomic Interactions

A few of these activities require explanation. All of them require the exertion of Endurance (at 2 END per Level), and be maintained (if necessary) for 1 END per Phase. You must always make a Task Roll, verses an appropriate Difficulty modifier (described below). Otherwise, the GM should assign a difficulty as he sees fit.

Grabbing Away Objects

This is the classical ability to take hold of an enemy weapon and pull it out of his hand. This is fairly straight forward, but requires a contest between the TK and the person holding the object.

PSI + Fine TK Control + Die roll vs. STR + Die roll

If the psi succeeds he has pulled the object away. He could then drop it, or bring it to himself, as he sees fit.

Organ Squeezing

Burst hearts, rupture spleens, scramble brains! What fun! This is the questionable ability for a TK to reach inside and hurt someone. Powerful as this sounds, there are a few things to consider. First, this only works on living beings (otherwise, just use TK Strike). Second, the TK must be able to see the target and try to visualize his innards. To visualize, he must make a successful medical Task Roll against a Heroic difficulty (this medical skill could be either of
Paramedic, Forensic Medicine, Expert: Surgery, or the like). If he fails, he can only make a general 'Internal Hit'. If he succeeds, he may make a general internal hit or declare a specific action, such as 'I crush his heart' or 'I pinch his larynx shut' or 'I scramble his brain'. A general Internal Hit will do 1 DC of damage per 3 Levels, by-passing all armor. The difficulty is resolved as a normal attack, with a skill modifier of -4.

Wield Weapon

A TK may also control a weapon using his powers at long range. Assuming he can hold it (as per Lift table), the TK can hold a gun or sword or other weapon with the power of his mind. Using Fine Telekinetic Control allows him to use that weapon. He first must succeed in controlling the weapon (Competent Difficulty), and spend the END necessary to hold and maintain it. When he attacks, however, he will use the proper weapon skill, with a -2 modifier.
Afterwards, he must make a Competent Fine TK Control Task Roll to maintain control. If he fails, he drops the weapon.

Detailed Activity

This covers other detailed tasks, like writing a letter with TK, tying a guard's bootlaces together, and so forth. The GM should apply Difficulty values as he sees fit.

Delicate Surgery

This is an extremely detailed activity, like surgery, picking grains of salt out of a pile of sand, or writing circuits into a silicon wafer. Some of these may require a successful Task Roll in another area to be made first (as per Wield Weapon), others might not. Whatever the case, the TK must also make a successful Heroic Fine TK Control Task Roll.

Chemical Interaction

If a TK is powerful enough, he can bring chemicals together and control the reaction with his mind. This amounts to being able to do complex chemical reactions with basic laboratory facilities (such as making nitroglycerine with just a basic chemistry set) because the TK can improvise many of the distilling, filtering, and catalyst normally needed. He will still need holding contains and burners (unless he is also a thermokinetic). Along with Chemistry (or Biochemistry) skill, the TK must make a successful Heroic Fine TK Control Task Roll.

Molecular Interactions

Beyond chemical interactions are direct molecular interaction. This is the same as above,

however, the TK may do really strange chemical things (which would normally be impossible) by smashing ionized chemicals and elements together. This allows for the creation of strange structures like polymers, nanotubes, buckyballs, and impossible chemicals (like Xenon-Dioxide, or whatever). Along with Chemistry (or Biochemistry) skill, the TK must make a successful Incredible Fine TK Control Task Roll.

Atomic Power

The ultimate power is the ability to rip apart atoms and turn them into pure energy. The TK must have a skill in Science: Nuclear Physics, to even dream of doing this, and at least a Level of 20 (which can be had with a lot of Extra Effort). The effect of this power is up to the GM, but a Difficulty of at least Legendary should be assigned. As a default, an Atomic Attack against a target will usually be to 'Disintegrate' it by ripping the molecules apart (not the atomic nuclei themselves), doing 5 DC per Level. Ripping apart a kilogram of atomic nuclei, on the
other hand, will create a massive nuclear explosion, so please be very careful.

TK Strike

This is the ability to create a damaging telekinetic shock wave. The TK can send a blast of force at a target, shatter a table or wall, and if powerful enough, can even take down buildings.
Whatever method used, the damage is calculated the same (the "special effect" of destruction method is up to the TK using the power). Each Level gives one DC of Stun damage, at a 1 to 1
basis. So, a Level 8 TK could do a TK blast for 8 DC. The strike does Stun damage, or half in 'Killing' damage against inanimate objects.

The effective range of the attack is equal to the Level x 10 in meters. So a Level 8 TK's range for this power is 80 meters. Note that a TK does not have to attack with all his force (this would use less END). Or, conversely, he could use Extra Effort. The standard range penalty table is used to calculate to hit penalties for long ranges. To hit a target, make a normal Task Roll
against the target (all penalties and bonuses will apply). Once hit, the target will take damage, and suffer considerable Knockback as well. No matter what Campaign Style is chosen, TK Knockback will use one level higher on the Knockback chart. That is, if Knockback was set at 1 unit, it now becomes 2 units.

A powerful TK could split his power between multiple targets and attack. He makes one Task Roll, but each of his targets makes one of their own. It does not matter how he chooses to split the attack, but there is a -1 penalty for each additional target.

TK Defense

This is the fine art of using TK defensively, and deserves a skill of its own, as there are many techniques which must be learned (consider this the "Aikido" of telekinesis).

When a TK is attacked, he may try to block the attack using the force of this telekinetic powers. This can be in the form of parrying a sword, deflecting a bullet, or stopping an arrow. It cannot, however, effect energy weapons, fire, or similar nonkinetic

attacks. It may be used to repel a TK Strike (below), but can do nothing against the more subtle Organ Squeezing.

To parry a strike or deflect a projectile of some sort, the TK need only attempt to swat it aside. If, however, the projectile is very large (say, another TK was throwing a tank at him), it should use TK Control to repel the object.

To parrying a strike or projectile simply make a normal Task Resolution

PSI + TK Defense + 1d10

vs.

DV = attack roll

Each parry uses the required END. The higher your Level, the more damage you can deflect. That is, if the bullet is rolled to do 20 points of Killing damage, and you deflect 10 points, 10 will still hit you (a grazing hit).

You may use this do deflect both Killing and Stun damage. The units listed in the chart below are *resolved* Killing or Stun points. That is, it is not DC, but rather the actual number of hits the target would have taken.

Level	Deflection
1	1
2	2
3	5
4	10
5	15
6	25
7	35
8	50 (1K)
9	75 (1.5K)
10	100 (2K)
11	150 (3K)
12	200 (4K)
12+	+50 (1K)

It is interesting to note that you may use this power to deflect bullets headed at friends or other targets. This gives a -2 penalty to your skill, however.

Other Penalties:
If the object is any melee attack, no penalty
If the object is an arrow, -2 to deflect
If the object is a spear, -1 to deflect
If the object is a bullet, -4 to deflect
If the object is hypersonic, -8 to deflect

TK Shield

Effective in warding off TK blast and just about everything else. Creating a TK Shield brings up an invisible barrier of repulsing force that surrounds your person (a default radius of 2 meters). This may be extended, for a loss of effectiveness. A TK Shield will provide KD against any kinetic attacks (bullets, explosions, melee attacks, a car, etc.). It has no effect against energy based attacks, such as lasers, heat, cold, fire, electricity, etc. It can also protect against TK Strike.

Level	KD
1	2
2	4
3	6
4	8
5	10
6	15
7	20
8	25
9	35
10	50 (1K)
11	75 (1.5 K)
12	100 (2K)
12+	+50 (+1K)

A powerful TK could generate a larger shield that can encompass an area, that is, create a shield bubble. The default radius is 2 meters (just enough for the TK). Every doubling halves the effective KD. For instance, making it have a radius of 4 meters, would half the KD. Making it have a radius of 8 meters would quarter it, and so forth. Creating a TK Shields requires a Competent Task Roll. END cost is normal, plus it requires 1 END per Phase to maintain.

Teleportation

Into the furthermost realms of fantastic powers of the mind lies the ability to control space and time, to bend the universe to your whim and transport yourself across the immensities of the eddies and currents of the vast continuum of the cosmos...

Teleportation is by far the most unbelievable psi ability; unbelievable not because it is impossible, but because of the astronomical level of energy need to warp space-time and covert matter into a transient state of pure energy.

But let us assume for a moment the mind is far greater than matter. Psionic energy is in *tune* with the mechanics of the universe. Psion particles can bend and warp space-time, and swap the state of matter to energy and back. Perhaps that is because our minds are on the threshold of ascension to a conscious of pure energy; or perhaps it is an aspect of consciousness itself.

Teleportation is truly instantaneous, a blink from one point in the universe to another, unbounded by the rules of the speed of light. This is fortunate, because if it were not, then by teleporting from Point A to Point B on Earth would be difficult, due to Earth's rotation and movement through space. Because it is instant, this relative movement is not a factor.

In order to teleport to a certain place the teleporter must be able to clearly visualize it (either from memory or by clairvoyant vision), or know it's precise geological (or spatial) coordinates. A simple set of coordinate numbers will not suffice, however, he will have to match them on a map or chart and true to visualize his jump to that point. It is a -2 skill penalty to teleport based on map coordinates.

Generally speaking, teleporting cost 5 END per Level used, and has a limited range, based on the Level the teleporter used to make his jump. This is not always the case, as there are other uses for teleportation that use considerably less energy.

Level	Range	Mass

	(km)	(kg)
1	2	10
2	7	40
3	20	90
4	50	160
5	150	250
6	400	360
7	1000	490
8	3000	640
9	8000	810
10	20,000	1000
11	60,000	1210
12	160,000	1440
12+	+200,000	$Level^2$ x10

In case you did not notice, the range is close to exponential growth (E^{Level}, but rounded off). Therefore, if the GM has a good calculator, he may opt to actually calculate the ranges (but he doesn't have to). Mass is $Level^2$ x 10.

Teleportation Skills

Teleport	Flicker Teleportation
Decoporalization	Stellar Teleportation
Dimensional Teleportation	Temporal Teleportation

Cost

Teleportation costs 4 PP per Level. END cost is 5 per Level.

Teleport

This is the most often thought about ability for teleportation. This is the ability to teleport
yourself, others, or objects from point A to point B, instantly. Your maximum range is listed above. It cost 5 END per Level to use this ability.

To teleport, you must make a Competent Task Roll with this skill. Your skill is at -2 if you are jumping based purely on map coordinates. If you fail the roll the energy is spent but never teleported. If a critical failure is rolled, you do teleport, but not where you intended. You might have even teleported into an object (but this would be fatal). It also takes longer than one action to make the teleport. You must spend 1 action per Level concentrating on your target.

For example, if you wish to teleport from Chicago to LA, you must have a Level of 8 (3000 kms). You would spend 40 END, and have to take 8 Phases to concentrate (nearly half a minute). Please remember, the shortest distance from one point on a sphere to another point is *through* the sphere.

It is, of course, possible to just teleport part of the way to your location, then jump again, but this uses more power, and so should only be done when you are incapable of making the distance in just one jump. And no, you should not jump into the middle of the Pacific Ocean. Hawaii is always a good stopping point on jumps to Japan. The Moon, by the way, is 384,400 kms from Earth. A Level 13 teleporter could jump all the way to the Moon!

You may teleport yourself, your clothes, your carried items, or other objects and other people. You may teleport objects of mass equal to your Level^2 x10.

At Level 1 and 2, you can only teleport small objects, but at Level 3 you can teleport up to 90 kgs, that is, a man-sized object (unless it is a big fat man).

Dirty Tricks

(This section is listed so the GM can be aware of all the nasty things teleporting can do, so he can decide if teleportation should be allowed or disallowed).

The ability to teleport objects is considerably powerful. For instance, a Level 3 teleporter can teleport an enemy 20 kilometers into the air, and leave him there. If the enemy does not die from asphyxiation, he will be dead several minutes later when it hits the ground. Teleporting something 20 kilometers underground is also a nasty trick.

At power Level 6, a psi could teleport people and objects into Low Earth Orbit. Not only is this a nasty weapon, but an extremely powerful alternative to the space program. At Level 8 and up, they can teleport objects to High Earth Orbit.

Ever thought about teleporting a baseball into someone's brain? Or a small pebble into their heart? Or simple teleporting their heart out of their body? Doing such fancy teleportation tricks should have heavy skill penalties or Heroic to Incredible Difficulty Values. Never the less, the GM should be fully prepared for a player to pull a fast one. Players should be given the opportunity to be creative with their character's powers, but never abusive. That is what DV and skill penalties are for. If it’s a cool trick, it's going to be tough to pull off.

Flicker Teleportation

Flickering is not really teleporting from Point A to Point B. It is teleporting from Point A to Point A. Most often, this is used in combat situations (often called Combat Teleporting), and many teleporters first discovery their powers then they accidentally use Flicker teleport as a reaction to an attack (at no skill value).

Flicker teleport basically allows you to take a Defensive Maneuver to evade an attack by
teleporting out of harm's way. This is different from full Teleport because you do not have to spend actions concentrating.

When attacked you can choice to Flicker-Port away, instead of making an evasion roll. Your Defense Value then is PSI + Flicker + 1d10 roll. If you succeed against the attack, the attack missed. If not, you failed to Flicker in time and the attack hit. If your roll is also successful against a Competent Difficulty you may appear anywhere in visual range of the combat zone. That is, on the other side of the room, or behind your attacker (your choosing).

Flicker Teleport costs a flat 5 END and takes no time, though you will lose your next turn, as per Aborting for Defensive Maneuver, as normal. You must have a Level of at least 3 to perform this.

Decoporalization

Beyond flickering is the ability to put yourself in a constant transient state between matter and energy. Basically, this allows you to dematerialized yourself,

becoming a ghostly, energized form. You are not matter or energy, but something in-between...

You may decoporalize yourself, other objects, or people, of mass up that listed in the chart above. For instance, if you massed 75 kg, and carried on you 10 kg of equipment, you would only need to use Level 3 to decoporalize yourself, your clothes, and your equipment.

To decorporalize you must make a Competent Task Roll with this skill. Initial END cost
is equal to 5 END per Level used. Each action which passes you must maintain your state at a flat cost of 2 END per action, and you must make another Competent Task Roll.

While decorporilized, physical and stun attacks have no effect. Energy attacks have half
effect, but attacks which directly affect Desolids (some superpowers and magic) will have full effect. Mental telepathic attacks will affect you as normal. Matter is no barrier while decorporalized.

You can walk through walls, and phase through floors and ceilings. You are still visible as a glowing ghostly image of your former self. You can change back at any time, and will do so automatically if your END runs out or your fail the roll to maintain your form.

Stellar Teleportation

This is a special ability to teleport in stellar distances. Normally, it is not possible for an unaided psychic to accomplish this, but with a large psi amp (a ship scale psi amp, for instance) he would be able to make interstellar jumps (i.e., jumping the psi ship). Basically, making a stellar jump is just the same as normally teleport jump, except boosted by the psi amp. You must have the exact spatial coordinates and an astrogation chart to see where you are going, and successfully make a Competent Stellar Navigation Task Roll, followed by a successfully Competent Stellar Teleport Task Roll. Failure in either will through you off course. A critical failure might drop you and your ship into the heart of a star...

Dimensional Teleportation

This is the ability to teleport yourself (or others) to a different plane of reality, that is, to
another dimension. If no other dimensions exit, this power is pointless. If they do exist, then it is quite possible the only way to get there is to jump through the corners of time and space to get there. This will lead to alternate Earths, or other worlds entirely (Fantasy worlds, for instance) where things work very differently. You might even jump into a world where psi does not exist (which would be terribly unpleasant), but magic might exit. And if magic exits, maybe there is a magical way to teleport back...

The exact game mechanics of this skill is up to the GM. Typically, however, the Level used should indicate how far *off* the alternate dimension is from the current world. 1-2 might be an alternate reality. 3-6 might be a new fantastic world. High powers could jump you to completely alien, surrealistic dimensions where everything, even physics, is different.

Temporal Teleportation

This is the ability to teleport though time. Temporal teleportation does not move you in space (you must use normal teleport for that), only up or down in time. Assume that you remain exactly where you are (the planet's gravity-well keeps you there, compensating for space-time expansion and planetary orbit), but can transport yourself forward or backward in time. It cost 5 END per Level to use this ability.

To find how far up or down in time you can ump, use the Teleport Range chart above, but
instead of kilometers, read the range as Years. To teleport through time, you must know exactly when you wish to go, in days plus or minus your current time. Then make a Competent Task Roll with this skill. If you fail the roll the energy is spent but never teleported. If a critical failure is rolled, you do teleport to a time you did not intend to go. It also takes longer than one Phase to make the teleport. You must spend 1 action per Level concentrating on your time location.

For example, if you wish to teleport back 400 years. You must have a Level of 6 (400 years) to accomplish this. In your mind, you imagine teleporting back 146,096 days (including Leap Years!), and make your task roll. You will also spend 30 END, and have to take 6 actions to concentrate. The nature of time travel is totally up to the GM. If he does not want time travelers, this skill should be disallowed.

Thermokinesis

Like telekinesis, thermokinesis (ThK, pronounced thee'kay) involves the application of mental powers to control matter. However, with thermokinesis it is only possibly to transfer heat energy to an objects or area. This is done by mentally exciting or slowing the vibrations of a substance's atoms. All laws of thermodynamics still apply, of course, and the heat is therefore simply transferred from one place to another. When heating an object, heat is moved from a much larger area, such as a room, to the smaller object, and vice versa when cooling. The heat lost (or gained) by the larger area is normally small enough not to be noticed.

The chart below describes the degree in temperature change available for thermokinesis.
Thermal Change is in degrees Celsius per kilogram per action, and will be an exothermic or endothermic change, depending on whether pyrokinesis or cryokinesis is used.

To convert from Celsius to Fahrenheit, use this formula: C x 1.8 + 32 = F.

Level	Thermal Change
1	20º / kg / action
2	40º / kg / action
3	60º / kg / action
4	80º / kg / action
5	100º / kg / action
6	120º / kg / action
7	140º / kg / action
8	160º / kg / action
9	180º / kg / action
10	200º / kg / action
11	220º / kg / action

12 240° / kg / action
12+ +20° / kg / action

For instance, a ThK with a Level of 6 could heat a 40 kg mass at a rate of 3 degrees per action (or 1 degrees every 5 seconds). In 1 minute, the object's temperature would have increased 12 degrees!

Thermokinesis Skills

Pyrokinesis	Heat Blast
Cryokinesis	Chill Blast

Cost

Thermokinesis costs 2 PP per Level. END cost is 2 per Level.

Pyrokinesis

Pyrokinesis is the ability to heat an object with one's mental powers (as outlined above). Below are some important boiling and burning points (all in Celsius).

Average Room Temperature	22°
Human Body Temperature	37°
Earth Heat Record (Libya)	57.8°
Electronics Shutdown	80°
Water Boils	100°
Paper Ignites	233°
Cloth Ignites	250°
Wood Ignites	288°
Lead Melts	327°
Nuclear Reactor Meltdown	374°
Venus Surface	460°
Iron Melts	1,510°
Earth Re-entry	1,650°
Titanium Melts	1,670°
Lead Boils	1,749°
Iron Boils	3,000°
Tungsten Melts	3,400°
Sol Surface	5,504°
Macross City 7 Limit	6,000°
Sol Core	156,999,726°

A human target will take heat damage if his body temperature is increased above normal (37ºC). At 39ºC a human will become feverish and dizzy (-1 to all skills, 1D6 STUN damage per minute). For every 2 degrees above this, there is an additional -1 to all skills, and the target takes +1D6 STUN damage per minute (that is, at 43ºC, he will be taking 4D6 STUN per minute!) .

At 43ºC, the subject will also take 1D6 killing damage, lose 1 one point in INT (unrecoverable brain damage). At 44ºC he will take another 1D6 killing damage, and lose 1 one more point in INT, and so on, for every 1 degree thereafter. Usually, the subject will die from brain damage when his INT reaches 0.

This is assuming a gradual increase. If the subject's temperature is instantly raised to 52ºC instantly, he will take 13D6 STUN hits, 9D6 killing damage (and thus 9D6 more STUN), and lost 9 INT, at that instant. This is usually fatal. Remember, however, most adult males mass 70 - 80 kg. A Level 6 ThK can heat an 80 kg mass at a rate of only 1.5 degrees per action.

It is also possible, and usually easier, to set a target's clothes on fire. Clothes usually mass a kilogram or two. A target whose clothes are on fire will take Mild to Intense fire damage as normal (GM's discretion).

To actually use thermokinesis, the ThK must make a successful Competent Task Roll with his skill. It cost the 2 END per Level to use the power. There is no direct contest with the target, even if the target is a human. A cryokinetic, however, could try to keep the temperature down...

Cyrokinesis

Cryokinesis is the ability to cool an object with one's mental powers (as outlined above). Below are some important standard and freezing points (all in Celsius).

Human Body Temperature	37º
Average Room Temperature	22º
Water Freezes	0º
Anti-Freeze Water Freezes	-20º
Dry Ice	-60º
Earth Cold Record (Vostok)	-89.2º
Jupiter Surface	-108º
Europa Surface	-171º
Liquid Nitrogen	-210º
Liquid Oxygen (LOX)	-222.65º
Pluto Surface	-229º
Liquid Helium	-235º
Outer Space (average)	-270º
Absolute Zero	-273.15º

A human target will take chill damage if his body temperature is taken below normal (37ºC). For every degree below 36ºC, the will be at -1 to all skills and take 1D6 STUN damage per minute. At 32ºC he is in hypothermia, and takes 1D6 killing damage every minute, and should be severely incapacitated with shivering.

However, instantly freezing someone may not kill them, but rather put them into cryonic
suspension. This can be done only if the subject's temperature is lowered very quickly, by at least 5 degrees per turn. -30ºC is considered an acceptable cryonic state. This is not entirely realistic, though, because all of the subject's cells will burst from the expansion of ice. In a 'softsci' campaign, or a super-heroic adventure, it is perfectly acceptable ("As seen on TV").

It is also possible to damage or weaken objects by cooling them to a brittle point. Chilling
most metals down to -30ºC will lower its KD and SDP by half (it will return to normal when it's

temperature returns to normal). Half the KD and SDP again for every -30°C thereafter, down to
Absolute Zero.

To actually use cryokinesis, the ThK must make a successful Competent Task Roll with his skill. It cost the 2 END per Level to use the power. There is no direct contest with the target, even if the target is a human.

Fire Blast

This is somewhat of a cinematic ability, meant to emulate the fireball throwing powers of
some ThKs seen in movies and comic books. It may be disallowed in a more realistic campaign.

A ThK who is skilled in pyrokinesis may be able to create a fiery blast of hellish energy, such as a fireball. To do this, the ThK must have a Level of 5 or better, and successful make a Heroic Pryokinesis Task Roll followed by a Competent Fire Blast Task Roll (it counts as one action to do both). The damage is equal to the ThK's Level minus 4 (Level - 4). The result is the DC damage that the fire blast can inflict. A Level 10 ThK could fire a 6D6 fire blast. The effective range of the fire blast is equal to the ThK's Level x 10, in meters. All to hit penalties and bonus apply, but only to Use Power Fire Blast (which is rolled to hit) not the pyrokinesis skill (which was used to create the fireball). Remember, it cost the 2 END per Level used to activate the power, and you must do it *twice*, once for each skill!

When hit by a fire blast, any burnable or semi-burnable object will catch fire and continue to burn. This fire damage is equal to half the original DC of the attack, and continues until it is extinguished or burns out.

Chill Blast

Like Fire Blast, this is somewhat of a cinematic ability, meant to emulate the snow-blowing, ice freezing abilities of some ThKs seen in movies and comic books. It may be disallowed in a more realistic campaign

A ThK who is skilled in cryokinesis may be able to create an icy blast of freezing air and flying shards of frozen water particles that can do significant damage. To do this, the ThK must have a Level of 5 or better, and successful make a Heroic Cryokinesis Task Roll followed by a Competent Chill Blast Task Roll (it counts as one action to do both). The damage is equal to *half* the ThK's Level minus 3, or (Level - 3) / 2. You may round up. The result is the DC damage the chill blast can inflict. Plus, the attack is considered Armor Piercing (AP), because ice shards can slip through armor, and armor is not good at protecting against the effects of instant frost bite. For instance, a Level 10 ThK could fire a 4d6 (AP) chill blast. The effective range of the chill blast is equal to the ThK's Level x 10, in meters. All to-hit penalties and bonus apply, but only to the Use Power Chill Blast (which is rolled to hit) not the Cryokinesis skill (which was used to create the ice blast). Remember, it cost the 2 END per Level used to activate the power, and you must do it *twice*, once for each skill!

Tactical Tidbit: It is not uncommon for a cryokinetic to first cool an object so that it is brittle, then shatter it with a sudden blast of ice particles!

Special Limitations

Psi powers too expensive? Those listed above are powers without much limitation or special conditions. Limitations are a way to save on the cost of a power while sacrificing for functionality. Any of these limitations may be give to a power, unless they are somehow contradictory, and the GM always has the last word on what can and cannot be allowed on
a power.

These limitations effect one type of power (i.e. Telepathy, or Telekinesis, etc.) and thus *all* Skill Methods which use that power are affected. There are no limitations which effect skills. Skill are, after all, just methods of using your power.

Extra END Cost

It cost extra Endurance to use the power, above and beyond what is listed for the power. For doubling the END requirements, the PP cost of the power is x0.8. For triple END requirements, the PP cost of the power is x0.7. For x4 END requirements, the PP cost of the power is x0.6.

Emergency Only

The power only manifests itself in times of severe stress, anxiety, or when threatened. This may have to do with certain chemical conditions (such as heightened endorphins or adrenaline levels) in which case it could be artificially stimulated. But, under normal conditions, such as when you are calm and unthreatened, the power is simply unavailable. The PP cost of the power is x0.7.

Fickle

Sometimes it works, sometimes it just doesn't. With this limitation, the GM gets to roll a 3D6 once every hour of game time (not play time). Roll 3D6 and subtract 3. If the roll is less than or equal to the character's PSI, the power is available for that hour. If it is greater than PSI the power is unavailable for an hour of game time (not play time). The PP cost of the power is x0.75.

Preparation

With this limitation, the character must spend a great deal of extra time, meditation, or ritual. Whatever the case, a certainly length of time must be spent preparing to use the power before you can make a skill roll. You cannot be interrupted during your concentration. If you are, you must start over. If the preparation takes one Turn (10 seconds) cost is x0.95. If it takes one minute, cost is x0.9. For ten minutes, cost is x0.8. For one hour, cost is x0.7. For six full hours, cost is x0.6.

Reduced Range

The range of the power is severely reduced. For half the listed range, the PP cost of the power is x0.8. For quarter the range the PP cost of the power is x0.7. For 1/8th the range, the PP cost of the power is x0.6. You cannot reduce the range on a power which is Touch Only.

Touch Only

This is a special reduced range limitation where the range is effectively zero. You must be in physical contact with the subject to use your power on him. This should not be allowed on powers such as ESP or Astral Projection, which effect only you. The PP cost of the power is x0.6.

Uncontrollable

Although you can control your powers with your skill as normal, there are times when your powers just manifest on their own and do something completely unpredictable! This will never directly harm you (such as teleporting your own heart out of your body) and will rarely do something against friends or loved ones. Usually, it is a subconscious reaction, a reflex action, or a sub-personality within your own mind. Thus, the Uncontrolled action does have a moderately logical reason and purpose. When the character is under extreme stress a certain Method of a power might manifest and do something. When this happens, the character gets to make a COOL + Concentration roll against his own PSI + the Skill value of that Method which is manifesting. If he wins, the power was suppressed. If he fails, the power lashes out and does something.
The character will also lose END as normal. What happens is strictly under the GMs control. A normal task roll will be required, but the GM rolls this himself. The effects may be good or bad, but should always be unpredictable. The PP cost of the power is x0.75.

Limited Use

Your power is only usable a few times a day, then is unavailable. This can be further broken down, for instance, if you have "One use per day" this could mean "Once every 24 hours". If you have "Twice per day" this could mean "Once every 12 hours". If you have "3x per day" this would mean "Once every 8 hour" and so on.
Six times a day: PP cost is x0.95
Five times a day: PP cost is x0.90
Four times a day: PP cost is x0.80
Three times a day: PP cost is x0.70
Two times a day: PP cost is x0.60
Once a day: PP cost is x0.50

Chapter 15 – Robotech NPCs

This chapter covers the bulk of main characters from the Robotech saga. Many have the same stats and skills as listed in their original anime roles, with alterations to their backgrounds as appropriate to Robotech.

All character stats converted from Palladium version stats where available, with minor adjustments to make their stats fit the character.

The following NPCs use mostly the same stats as their original incarnations (replace Rank/Membership with the appropriate choice of RDF or REF):

Macross	Robotech
Hikaru Ichijyo	Rick Hunter
Misa Hayase	Lisa Hayes

Max Jenius	Max Sterling
Hayao Kakizaki	Ben Dixon
Roy Fokker	Roy Folker
Lynn Minmei	Lynn Minmay
Henry J. Gloval	Henry J. Global
Vrlitwhai Kridanik	Breetai
Exedola Forma	Exedore
Boddole Zer	Dolza

*Shammy, Vanessa, Kim, Claudia and Gloval die at the end of the Macross Arc.

Southern Cross	Robotech
Jeanne Francaix	Dana Sterling
Lana Isavia	Nova Satori
Mary Angel	Marie Crystal
Bowie Emerson	Bowie Grant
Louis Ducasse	Louie Nichols
Charles de Etouard	Sean Phillips
Seifriet Weiße	Zor Prime
Andrzej Slawski	Angelo Dante
R. Brown	Dennis Brown
Claude Leon	Anatole Eli Leonard
Musiere/Muselle	Allegra/Octavia

*Zor Prime, Rolf Emerson and Anatole Leonard die at the end of the Robotech Masters Arc.

Mospeada	Robotech
Stick Bernard	Scott Bernard
Ray	Rand Sommerville
Houquet et Rose	Rook Bartley
Yellow Belmont	Yellow Lancer
Jim Warston	Jim “Lunk” Cooper
Mint Lebue	Annie “Mint” LaBelle
Aisha	Ariel
Sorji	Sera
Batra	Corg

Macross Saga Arc

Hikaru Ichijyo

Rick in 2044

Hikaru becomes Rick Hunter. His background changes very little.

Sentinels: Rick is a pivotal character in the Sentinels storyline. He has self doubt about his ability to command, and steps down from Admiral to become leader of Skull Squadron, but he was out of the game too long and his piloting skills have gotten rusty. Eventually he returns to being Admiral.

Shadow Chronicles: When Lisa is injured and loses their child during Edward's escape, Rick's hair grays over the course of a year, making him look older than he is. He is stranded on the SDF-3 after the Neutron-S test.

Add: Rank 9 (REF officer)

Misa Hayase

Lisa in 2044

Misa becomes Lisa Hayes. Her background changes very little.

Sentinels: Like Rick, she is a major player during the Sentinels storyline. During their stay on Praxia, Bella teaches her a lot about combat, awakening the "warrior woman" within, to which Rick finds very alluring.

Shadow Chronicles: Shortly before the Shadow Chronicles she is pregnant, but loses the baby when the SDF-3 is attacked by Edwards. At this time she is Admiral and commands the SDF-3, but steps down a year later after recovering from injuries and appoints her husband Rick as Admiral. After she recovers in 2044, she returns to her rank as Admiral.

The comic series has her give birth to a son they name Roy Hunter, which is likely no longer canon.

Add: Rank 9 (REF officer) or Rank 8 (REF officer) during the time she steps down, Archery 3, Hand-to-Hand 3, Melee 3

Lynn Minmei

Minmei in 2032

Her background also changes little, although she matures into a voluptuous and bitter woman trying to drown her sorrows with alcohol. After the wedding of Rick and Lisa, she and Janice sneak out with the SDF-3.

Sentinels: She remains on Tirol when the Sentinels depart, where she sparks a brief romance with Jonathan Wolfe. However, he is sent out on a suicide mission by Edwards, who makes his move to possess her. During this time she undergoes some basic training and joins the REF diplomatic corps and opens a cantina for the REF. Eventually she realizes what a monster Edwards is and attempts to escape, but is caught by Edwards after he is stripped of his rank and taken prisoner to Optera where she remains for a year until rescued by Rick Hunter and Vince Grant. The Shadow Chronicles comic implies that she eventually recovers but is somehow changed, and the Sentinels storyline shows that Edwards breaks her sanity.

Add: Membership 4 (REF), Rank 1 (REF)
Remove: SPIR 2, Emotion Manipulation 4 (no spiritia in Robotech)

Lynn Kyle

Kyle in 2032

Kyle eventually ends up part of the REF forces on Tirol, although it is not stated what his MOS is. He dies in 2032 [2043] attempting to save Minmei from Edwards.

Max Jenius

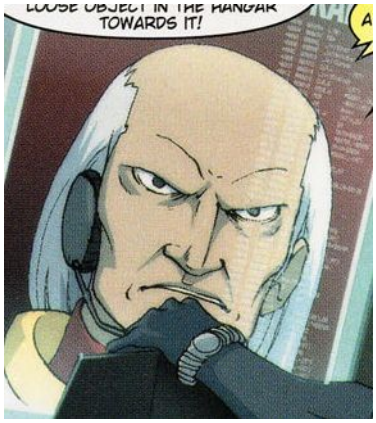
Max becomes Max Sterling. His background doesn't change much and he continues to lead Skull Squadron with Miriya. They both retire and stay on Tirol after Miriya recovers from the Garudan atmosphere since she is pregnant at the time. Events pertaining to anything after Macross* become irrelevant.

Miriya Parino Jenius

Her background before encountering the Macross expands a bit to show that she was engineered to become a more fierce combatant than other Zentraedi. She still marries Max, although their first daughter is named Dana Sterling rather than Komilia Jenius, and they have a second daughter named Maia. Events pertaining to anything after Macross* become irrelevant.

* Reference to their actions in Macross M3 and Macross 7. This also means that any of their other "canon" daughters born after Komilia do not show up in Robotech, thus there is no Mylene. Their second daughter is named Maia (born in 2025). Aurora is either a later child (born in 2033?) or no longer exists.

Exedore



Exedore in 2044

Sentinels: Exedore aids Lang in preventing Edwards from seizing control of the Plenipotentiary Council and exposing him as the traitor he is. He also assists Breetai and the Zentraedi in escaping with the monopole ore.

Shadow Chronicles: Exedore dies on the Deukalion during the Neutron-S test accident.

Quamjin Kravshera

Quamjin becomes Khyron, also called Khyron the Betrayer for his tendency of beating his officers when drunk or angry. Some sources indicate his mental instability being caused by him eating petals of the flower of life. He harbors a deep grudge against Breetai for "saving" him from dying a Zentraedi death before they arrived at Earth.

Burrows, Moira

Role: Naval Command Officer

Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Moira Burrows is the captain of the submersible, the Lemuria. In 200X she captures both Edwards and Fokker and their early VF-1 units in an attempt to force them to help her seize technology from the Grand Cannon I in Alaska.

Gender: Female
Age: ?
Role: Anti-Unification commander

Deparra, Seloy

Role: Meltran Ace Pilot / Resistance Fighter (treat as Anti-UN)
Stats: INT 4, COOL 3, PRE 4, EMP 2, REF 7, DEX 7, TECH 3, STR 4, BOD 6, ATTR 8, MA 7, EDU 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: Quadrano 7, Mecha Weaponry 7, Mecha Combat 6, Rifle & Shotgun 5, Military Etiquette 5, Intimidation 5, Jury Rig 5
Perks/Talents: Full Blood Meltran, Ace Pilot, Acute Sense: Vision, Combat Sense 3
Complications: Arrogant -5

Seloy is the Meltran pilot who planted the micronized Miriya onboard the SDF-1 Macross. After the war, she ended up as the leader of the Scavengers malcontent group. She has a half-human son named Hirano, whos father is none other than Anatole Eli Leonard. Both are killed by Miriya in 2018.

Gender: Female
Age: ?
Height: ?
Weight: ?
Race: Full-Blooded Meltrandi

Lang, Emil

<2009 2032>

He originates as a nameless scientist in the Macross series, listed only as "chief engineer". He is responsible for development of the pinpoint barrier system and the Macross' transformation capability to fire the reflex cannon. Through the story, he appears to be developing "protoculture powers" which continue to increase both his intelligence and his physical strength.

Shadow Chronicles: He is stranded on the crippled SDF-3.

Both Lazlo Zand and Emil Lang had a characteristic quirk of designer Haruhiko Mikimoto in that he sometimes drew eyes black with a white pupil, although Emil Lang is often shown with normal eyes. Extended exposure to protoculture is given as the reason for the black eyes.

Stats: INT 8, COOL 6, PRE 5, EMP 5, REF 5, DEX 5, TECH 8, STR 3, BOD 5, ATTR 3, MA 3, EDU 9
Protoculture Powers: If the GM wishes to give Lang the "protoculture powers" he displayed in the Sentinels comics, increase his INT and STR to 11 to represent his "evolution".

Lang, Nina

Role: Civilian Entertainer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Nina Lang is a female human and the younger sister of noted scientist Emil Lang. Born on Earth prior to the First Robotech War, she was present in the era post the Macross Incident when an alien vessel later known as the SDF-1 crashed on Macross Island.

Where her brother became a scientist, Nina decided to become a successful singer where she was the star of a band known as Absolute Zero. In this era, efforts were made to study the alien technology of the *"Visitor"* ship with its presence having ended the Global Civil War. Elements within the United Earth Government believed that the creators of the ship may one day return to reclaim it whilst scientists such as Dr. Lang developed the science known as Robotechnology by studying the craft. However, others believed

that the ship was a bad omen for their people with one such movement being the Faithful who believed that it was a representation of the Devil. Among those that held a negative view of the alien ship was Nina Lang which put her partially at odds with her own brother.

In 2005, she visited Macross Island in order to play numerous concerts and was reunited with her brother in this time. She was also introduced to Roy Fokker of the Robotech Defense Force and expressed a romantic interest in him at the time. Over the course of events, the Faithful's new charismatic leader Geoff Davies decided to entrench himself deeper in Macross City's politics and asked for Nina Lang's help in this endeavor. In this regard, he asked her to sponsor a number of anti-Robotech commercials on the Macross Broadcast System. This prompted Dr. Lang with asking MBS anchor Clayton Fortenspeil to begin a public debate where he would argue the benefits of Robotechnology against Nina. In this time, Nina would visit the SDF-1 and was given a tour by Roy Fokker though in truth she wanted him to convince her brother to call off the public debate as she feared it would cause a wedge in her relationship with him.

In this time, Claudia Grant was noted to had been somewhat hostile towards Nina Lang as she also had romantic feelings towards Fokker. Before the debate, however, Nina would be kidnapped by a splinter faction of the Faithful that were secretly led by Anatole Leonard who decided to hold her hostage in order to convince Emil Lang to destroy the SDF-1. Emil Lang would ask his friend Roy Fokker to save his sister and he was ultimately successful in this task. After being freed, Nina expressed joy at the thought that Fokker saved her as she believed he would be the one to do so. However, he claimed that he had done the act primarily as a favor to his friend Emil and that the gesture was not a romantic one which ended any romance between the two as Roy claimed that Nina was his friend.

Following this time, Nina would be introduced to her brothers best friend who was Brian Bernard and the two started a romance. Emil, however, would secretly inform Bernard that Nina's relationships tended not to last and that she may still have held some romantic feelings for Fokker despite being in a relationship with Bernard. However, Brian stated that he did not mind and wanted to enjoy the company whilst it lasted. Knowledge of Nina Lang being romantically involved with Bernard would become well known amongst the population. Afterwards, Bernard would confess his past life to Nina about the debt he owed to the hacker known as the Salamander. Nina would also meet with Claudia Grant and Lisa Hayes where she advised Grant not to spurn the romantic attentions of Fokker.

It is quite likely that Nina Lang is Scott Bernard's mother. Some sources also claim that Anatole Leonard manipulated her into speaking against her brother's work.

Gender: Female
Age: ?
Occupation: singer

Zand, Lazlo

< 2009 2044>

He originates as a nameless scientist in the Macross series (the original notes list him as Researcher A) and is evolved into a named character, similar to Dr. Emil Lang. He aids in the development of the VAF-6 Alpha, VBF-9 Beta, the VHT-1 Spartas and the Cyclone series. He becomes increasingly jealous of Emil Lang's fame and starts becoming obsessed with protoculture "shapings" as well as Dana Sterling (the only hybrid child alive at the time). At some point he fakes his death and ends up working for Edwards during the Sentinels arc.

Both Lazlo Zand and Emil Lang had a characteristic quirk of designer Haruhiko Mikimoto in that he sometimes drew eyes black with a white pupil. Extended exposure to protoculture is given as the reason for the black eyes.

Robotech Masters Arc

Setting

The planet Glorie becomes part of Earth. The planet Liberty becomes a deep space station and rally point in Jupiter's orbit for the REF fleets in the later storyline. Moon Base Aluce is moved to the Earth's moon. The Southern Cross HQ is located near the Canada-Montana border and is renamed Monument City.

15th ATAC

After the Robotech Masters are defeated, but before the Invid arrive, Louis quits the ATAC and goes to work for yakuza in Tokyo. Dana and the remainder of the 15th steal Wolf's ship and head for Tirol. The unfinished script seems to indicate that they do locate the REF and join up with the sentinels in the latter part of their mission.

Jeanne Francaix

Dana in 2044.

Jeanne becomes Dana Sterling, daughter of Max and Miriya Sterling and bleaches her green hair to blonde. Apparently she possesses minor psychic ability and has visions from time to time.

Add: PSI 1, Cognition 1, Telepathy 1

Add: Telepathic Send 1, Precognition 1

Invid War: Just before the Invid invasion, she has telepathic dreams sent from her sister she has never seen, and steals Jonathan Wolf's ship to head to Tirol along with Bowie and most of the 15th ATAC, as well as taking most Tirolian survivors so they can escape persecution.

Shadow Chronicles: By 2044 she serves on Space Station Liberty. Whatever trouble she accrued for abandoning the Earth is apparently cleared. It is unknown if she survives the destruction of Liberty.

Bowie Emerson

Bowie becomes Bowie Grant, nephew of Claudia Grant, son of Vince and Jean Grant. This version is not related to Rolf Emerson, but Rolf is caring for him while Max and Miriya are away with the REF fleet because of Bowie's bad health.

Seifriet Weiße

Seifriet becomes Zor Prime, a clone of the original Robotech Master Zor who built the SDF-1 Macross. Thus, he was never a human officer on moon base Aluce. He defects to the side of humanity to protect his knowledge of Robotechnology from the other Masters. He still dies at the end of the Robotech Masters arc.

Louis Ducasse

< 2031 2044 >

He becomes Louie Nichols, son of General Frank Nichols, head of RDF's NBC division.

Invid War: He quits the ATAC after the Robotech Masters are defeated, out of disgust for war and what he feels is a misuse of his technology and gives up weaponry research. He ends up working with some yakuza in Japan until he is recruited by Jonathan Wolf.

Shadow Chronicles: He realizes that he can put his genius to use on defensive technologies and eventually joins the REF; first working with Dr. Cochrane on the shadow cloaking systems and then serves with Vince Grant on the Icarus and then the Ark Angel.

Lana Isavia

Lana in 2031

She becomes Nova Satori (Spanish Nova for "new" and Japanese Satori for "enlightenment"), but is largely unchanged through this arc.

Invid War: Nova Satori ends up the commander of the GMP after the Robotech Masters are defeated. She becomes a cold and ruthless soldier, willing to sacrifice others

so the remnants of her unit can survive. Near the end of the Invid War she attempts to hijack a shuttle evacuating civilians to Aluce II to force them out so that her GMP troops can escape to the moon instead, but they are shot down and crash in Utah. She escapes capture and is not seen thereafter.

Claude Leon

Claude becomes Anatole Eli Leonard.

The Eternity/Academy and McKinney narratives depict Leonard quite differently. Here, he is shown as a religious fundamentalist, first active in the years following the Global Civil War opposing the rebuilding of the crashed alien ship that became known as the SDF-1 and engineering the kidnapping of Dr. Emil Lang's sister in the hopes that she would use her own celebrity status to speak out against Robotechnology. After these events, Leonard disappears but re-emerges years later as Governor of Brasília in South America during the Zentraedi Malcontent Uprisings that follow the First Robotech War. The limited resources of the Robotech Defense Force (RDF) provide him with a power vacuum to fill through the formation of his own force, the Army of the Southern Cross. Despite his hate towards aliens, he has a son with Meltran ace pilot Seloy, although both are killed in the Uprising.

In this narrative, Leonard exhibits a strong dislike towards Robotechnology and advocates the development of Earth-designed power systems independent of protoculture. In practice, this proves impossible, but along the way he becomes a suspect in a string of suspicious flight accidents involving the VAF-6 Alpha veritech fighter being developed by the RDF. Though the accidents, which claim the life of pilot Amy Pollard, are later confirmed to be deliberate acts of sabotage and subsequently dubbed the Gilles Crimes after one of Leonard's aides, Leonard is never formerly implicated. While the development of satisfactorily capable mecha is ultimately found to require use of protoculture despite Leonard's misgivings, he relents, but determines to build an entirely distinct line of mecha for the Southern Cross rather than using any of the RDF designs slated to deploy with the Expeditionary Force.

After the departure of the SDF-3, an uneasy relationship between the RDF and TSC persists, culminating in an attempt to unify the two groups into a single Earth Defense Force that satisfies no one. In 2028, having secretly been appraised of the imminent arrival of the Robotech Masters by his scientific resource Dr. Lazlo Zand, Leonard and forces loyal to him attempt a military coup of the United Earth Government. The coup is halted when then-Minister of Terrestrial Defense Rolf Emerson discovers Leonard's knowledge of the Masters and threatens to reveal that he had deliberately concealed it from the Senate. Aware that both former RDF units and those elements of the military not aligned with his plans would unite against him if that occurred, Leonard grudgingly complies, demanding as concessions that his title be changed to that of Supreme Commander and that Emerson agree to serve in the Army of the Southern Cross.

This narrative is the only one that explains the ultimate fate of the Robotech Defense Force on Earth, merging it into the Global Military Police *specifically* to provide oversight to Leonard's management of Earth's defense.

EVE

Role: Civilian Entertainer [virtual]
Stats: INT 8, COOL 8, PRE 8, EMP 8, AGIL -, TECH 8, STR -, BOD -, ATTR 8, MA -, EDU 8, LUCK 8
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Singing 8, Human Perception 8, Computer Operation 8, Interview 8, Expert: Fashion 8, Expert: Entertainment 8
Perks/Talents: Beautiful 6
Complications: Hunted -10

The EVE (enhanced video emulation) is a supercomputer AI used by the UEG. The MODAT systems were hers, and all but one was confiscated by the military. Eve maintains a cover as a virtual entertainer with her own talk show covering music, fashion and many aspects of daily life. In truth, she is the AI of the "memory matrix" containing all of the Robotechnology data onboard the ASS-1 and seeks help through the MODAT to stop the Robotech Masters from downloading her data archives.

Because she is an AI connected to the entire Robotechnology database, she can be treated as having 10 in almost any TECH or INT skill relating to the topic.

Gender: Female basis
Occupation: talk show hostess

Landry, Mark

Role: Civilian (delinquent biker)
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Motorcycle 7
Perks/Talents: ?

Complications: ?

Mark was a simple teenage punk biker living in Monument City in 2027 (2029) when he came into possession of the Garland and its MODAT. He was then convinced to help EVE in stopping the Robotech Masters from stealing her data archives.

Gender: Male
Age: ?
Occupation: Civilian Biker

New Generation Arc

Mint Lebue

She becomes Mint Rubble, and somehow she goes from being 12 years old to being 16... how they figure she is nearly an adult I do not understand. Keep her as 12.

Yellow Belmont

He becomes Lance "Lancer" Belmont. Based on the dialogue in the Robotech series, it implies he was part of the Southern Cross and not the REF, likely the Tactical Air Corps (TAC).

Jim Warston

He becomes Jim "Lunk" Cooper. Like Yellow, the dialogue in the series implies he was with the Southern Cross instead of the REF. In the Invid War comic, he states he was a mechanic for the GMP, and he was abandoned at the First Battle of Reflex Point when Nova Satori pulled her forces out.

Ray

Rand Sommerville is the runaway son of a reverend, not an orphan.

Houquet et Rose

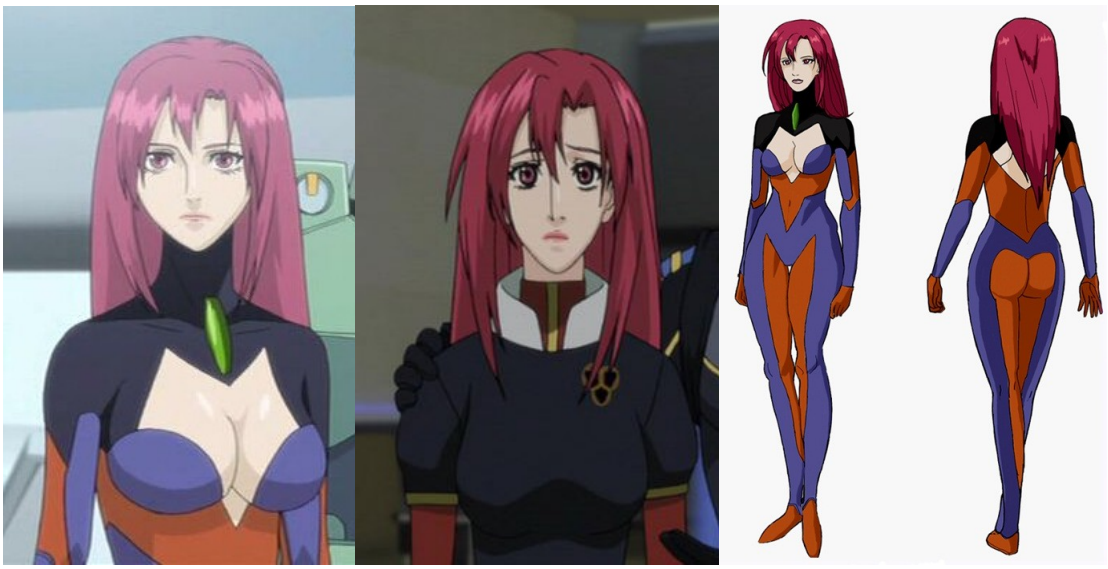
She becomes Rook Bartley. She has family alive in the storyline, and thus is not an orphan. Her mother is Geena Bartley, wife of Ron Bartley, second in command of the Wolf Pack in 2018.

Stick Bernard

He becomes Scott Bernard, possibly the son of Nina Lang. He holds the rank of Lieutenant Commander (Rank 4, REF Navy commissioned officer).

Shadow Chronicles: After the Invid abandon the Earth, Scott returns to duty in the REF, under command of Vince Grant. He and Ariel assist in the evacuation of the Ark Angel.

Ariel



Role: Civilian / Invid Princess
Stats: INT 6, COOL 6, PRE 6, EMP 8, REF 5, DEX 5, TECH 4, STR 6, BOD 7, ATTR 8, MA 7, EDU 1, PSI 6
Secondary: END 70, STAB 74, Luck 17, Run 21m, Leap 1.75m, Anime Leap 10.5m, Swim 7m, BTM -2, REC 13, RES 18, STUN 35, HITS 70 (head 6, torso 12, limbs 9), Lift 60 kg, Throw 20m, DMG +0, EV 4.
Skills: Language: English 6, Awareness/Notice 4, Expert: Invid 4, Expert: Flower of Life 2, Authority (Invid) 4, Mecha Pilot: Gosu 5, Mecha Weaponry 4, Mecha Combat 4
Psychic Powers: Cognition 5, Teleportation 5, Telepathy 5, ESP 5, Invid Alchemy 1
Psychic Skills (Use Power): Telepathic Send 5, Emotion Sense 4, Psi Sense 3, Mind Scan 4, Teleportation 5, Clairvoyance 5, Precognition 5, Danger Sense 4, Biomechanics 1
Perks/Talents: Solugi Invid, Beautiful 4, Ally 4 (Scott Bernard), Ally 1 (Regess)
Complications: Outsider -10

Ariel in Robotech is different than her Mospeada incarnation as Aisha. As a solugi Invid and daughter of the Regess, she possesses impressive powers. After persuading the Regess not to eliminate humanity, she remains on earth with Scott Bernard and assists the REF in evacuating space station Liberty before the Haydonites attack.

Her single rank of Invid Alchemy allows her to reconfigure or generate her clothing out of molecules drawn from the atmosphere around her. The discovery that she is an Invid left some emotional damage, thus a loss of Stability points.

Story Arcs: New Generation / Shadow Chronicles
Gender: Female
Age: a little over 1 year old in 2044; appears in her early 20's
Height: ?
Weight: ?
Occupation: Invid Princess

Sentinels Arc

The following NPCs are introduced or have their main stories in the newest Robotech storyline. Some of them have roots in previous story arcs and can still be used there with some adjustment.

The Sentinels storyline runs from 2031 to 2039, and the REF returns to Earth in 2043. It mostly runs parallel to the Robotech Masters and New Generation arcs. While many of these characters are involved in previous arcs, they were either introduced in Sentinels and expanded on, or they saw the majority of their involvement in the Sentinels.

Baker, Jack

<2031 2043>

Role: VF Pilot [REF]
Stats: INT 4, COOL 8, PRE 5, EMP 5, REF 6, DEX 5, TECH 4, STR 5, BOD 5, ATTR 5, MA 4, EDU 2, LUCK 8
Secondary: END ?, STAB ?, Luck 10, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: Hovertank 5, Pilot: Hovercycle 6, Mecha Pilot: VF Series (REF) 6
Perks/Talents: ?
Complications: ?

Jack Baker is an orphan from the First Robotech War. He joins the RDF to get revenge on the Zentraedi, however he comes to terms with his anger and moves on. He is a true knight who always does the right thing; according to his thinking. This usually means doing something impulsive, reckless and against military regulations. So far he has managed to pull it off. He has had a major crush on Karen Penn since the first time he saw her, and goes out of his way to impress her.

In the Sentinels script, he was one of the first to see Edwards for the treacherous weasel that he is, and comes to words with the general on several occasions. By 2043 he is the commander of Wolf Squadron, but by 2044 he is reassigned to Tirol and command passes to Tylor, sparing him the fate of the SDF-3 and its crew.

Gender: Male
Rank: 2nd Lieutenant
Age: 17 at the start of Sentinels (2031)
Height: 5'6"
Weight: 152 lb
Occupation: REF pilot; Wolf Squadron

Baldan

Role: ?
Stats: INT 5, COOL 7, PRE 2, EMP 2, REF 4, DEX 4, TECH 4, STR 5, BOD 6, ATTR 2, MA 5, EDU 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Baldan dies on Praxis, but leaves a crystal "child" of himself to be shaped and raised by Teal. He truly cares about others before himself, and is a true paladin.
Gender: Male
Age: unknown, likely pointless
Height: 6'5"
Weight: 300 lbs
Race: Spherisian

Bella

Role: Praxian Warrior
Stats: INT 4, COOL 3, PRE 4, EMP 2, REF 7, DEX 7, TECH 3, STR 7, BOD 7, ATTR 10, MA 7, EDU 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: Arrogant -5

Bella is a natural leader, although she sometimes lets her emotions and arrogance get the better of her. She quickly takes a liking to Rick and Lisa Hunter, seeing them as fellow leaders and warriors. She takes Lisa under her wing to teach her Praxian combat. While she has learned how to use many modern weapons, she still prefers traditional Praxian weapons.
Gender: Female
Age: 20
Height: 7'6"
Weight: 155 lbs
Race: Praxian

Burak

Role: ?
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Burak comes off as being the most aloof of the Sentinels, yet he constantly puts his own desires to free Peryton above the practical and logical needs to liberate the other Sentinel worlds first.

In the script, Burak dies alongside Tesla on Peryton, freeing the world from its curse.

Gender: Male
Age: ?
Height: 6'
Weight: 180 lbs
Race: Perytonian

Cabella

Role: Clone Master
Stats: INT 9, COOL 7, PRE 6, EMP 5, AGIL 4, TECH 9, STR 4, BOD 4, ATTR 3, MA 3, EDU 9, LUCK 3
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Expert: Protoculture 6, Biology 9, Chemistry 9, Mathematics 10, Computer Operation 10, Computer Programming 9, Mechanical Engineer 9, Mecha Tech 8, Astronomy 9, Astrophysics 9, History 10, Radio Communication 9, Paramedic 9, Electronics 9, Laser Communications 8, Intelligence Gathering 8, CryoTech 7, Genetic Engineering 8
Perks/Talents: ?
Complications: ?

Cabella is the sole surviving Robotech Master on Fantoma after the Invid invasion. He is a dedicated scientist and wishes to stop the Invid before more innocents are killed. He genuinely feels regret for having to deceive Rem about being a clone of Zor.

In the Sentinels script, he was set to be killed, dying in the arms of Rem and informing him that Rem is the last of the Zor clones.

Gender: Male
Age: 379 at the start of Sentinels, looks 60's
Height: 6'3"
Weight: 270 lbs
Race: Tirolian

Cade, Bekka

Role: TSC TC-AD / REF Pilot
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Formerly a member of the Tactical Corps - Arctic Division, she ended up on Moon Base Aluce after the Robotech Masters were defeated. Of course, her unit didn't even know about the Robotech Masters until a couple weeks after the war ended. After the initial Invid invasion, she pilots an alpha to earth to try to restore communications. On earth she joins up with John Carpenter and forms the Splinters resistance group (named from "that splinter of Jonathan Wolf's forces"). She and Carpenter become lovers. Both survive the Invid War

Gender: Female
Age: ?
Height: ?
Weight: ?
Occupation:
Rank: Lieutenant

Carpenter, John

Role: REF Officer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Major John Carpenter was captain of the first Tokugawa class capital ship built by the REF at Tirol. He was sent with that ship back to earth with the mission of warning the RDF of the impending Robotech Master assault, and failing that he was to link up with RDF command so set up a communications link with Tirol. He and Bekka Cade lead a resistance group against the Invid.

With the changed timeline, he doesn't get sent back to earth until *after* his exploits on earth.

Gender: Male
Age: ?
Height: ?
Weight: ?
Occupation: ?
Rank: Major

Da Cruze, ??

Role: REF Command Officer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Da Cruz is captain of the Jutland and joins Breetai in his search for Admirals Hunter and the Sentinels. She returns to Tirol with Vince Grant, Breetai and Jonathan Wolf to answer the charges of treason.

Gender: Female
Age: ?
Occupation: REF captain

Crysta

Role: ?
Stats: INT 3, COOL 4, PRE 3, EMP 3, REF 4, DEX 4, TECH 3, STR 8, BOD 7, ATTR 3, MA 6, EDU 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Crysta is a caring and compassionate person. She is often found helping Jean Grant or watching over children.

Gender: Female
Age: 187; by human standards she is in her "early 20's"
Height: 8'2"
Weight: 320 lbs
Occupation: Karbarran warrior

Edwards, T.R. (Thomas Riley)

Role: Mercenary Pilot / VF Pilot [RDF/REF] / Command Officer [REF]
Stats: INT 7, COOL 8, PRE 8, EMP 4, AGIL 7, TECH 6, STR 5, BOD 7, ATTR 3, MA7, EDU 2, LUCK 8
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Strategy 8, Mecha Pilot: VF Series (RDF) 6, Pilot: Fixed Wing 6, Language: Invid 1
Perks/Talents: Rank 9 (General)
Complications: Hunted -15, Delusional -15, Obsession (possess Minmei) -15, Obsession (revenge against Zentraedi/Robotech Masters/Rick Hunter) -10, Intolerance (non-humans) -10

Lt. Colonel Thomas Riley Edwards was a mercenary during the Global Civil War that ravaged Earth prior to the crash landing of the SDF-1. Some accounts report that he was employed as a fighter pilot by the Greater North East Asian Co-Prosperity Sphere but Edwards' past is subject to reinterpretation. He was instrumental in the early days of the newly formed United Earth Government and acted as a facilitator to various parties. He had a steady but tense association with Roy Fokker as his supervisor during the early days of Veritech development. After the Veritech Valkyrie project was put on hold due to increased accidents, Edwards was recruited by colonel Anatole Leonard who harbored a distrust of the United Earth Government that was arising out of the ashes of the Global Civil War.

Edwards' whereabouts and activities in the UEG during most of the First Robotech War is for the most part uncertain. But it is known, at least, that he was at the Alaska Base Grand Cannon Facility during the attack of Dolza's armada. Edwards survived but was left scarred for life. As a result of injuries, Edwards would wear a half cowl mask that conceals the ruined right side of his face. He seems to blame Rick Hunter and Lisa Hayes for not bothering to check for other survivors when Rick rescued Lisa from that same facility.

Edwards was later appointed General and would accompany Rick Hunter, Lisa Hayes, Dr. Emil Lang and others on the SDF-3 in the Robotech Expeditionary Force's mission.

In a bold coup d'état, General Edwards seized control of captured Invid technology using his Ghost Squadron, REF members loyal to the Edwards' faction. The most important technological device in his possession was the Invid Brain which was captured during the successful liberation of Tirol upon the REFs' first encounter with the Invid. With the Invid Brain, Edwards could plan his strategy and develop technological breakthroughs that would take the REF years to accomplish. Edwards allied himself with the Invid Regent only to betray him in the end. Edwards met his own fate soon after being transformed by an Invid genesis pit into a grotesque mutation.

In the original Robotech timeline, Edwards and Roy Fokker frequently clashed as enemy pilots during the Global Civil War that preceded the SDF-1 arrival. In the re-booted timeline as depicted in the Wildstorm comics, Fokker meets Edwards sometime after the war and although they are not quite buddies, there is none of the intense dislike between the two from the original timeline. Also, in Wildstorm's Prelude to Shadow Chronicles miniseries, (which theoretically follows up on the Sentinels comics previously published by Academy and Eternity), Edwards is portrayed as much less insanely evil and meglomaniacal. Instead, he seems to honestly justify his actions in the interest of putting human civilization first. Edwards believes that Rick Hunter and the other REF members who joined the alien Sentinels' cause have forgotten the original mission of the Pioneer expedition. Like Anatole Leonard in the Robotech Masters segment of the 1985 TV series, Edwards also reflects human xenophobia and anthropocentrism which were recurring

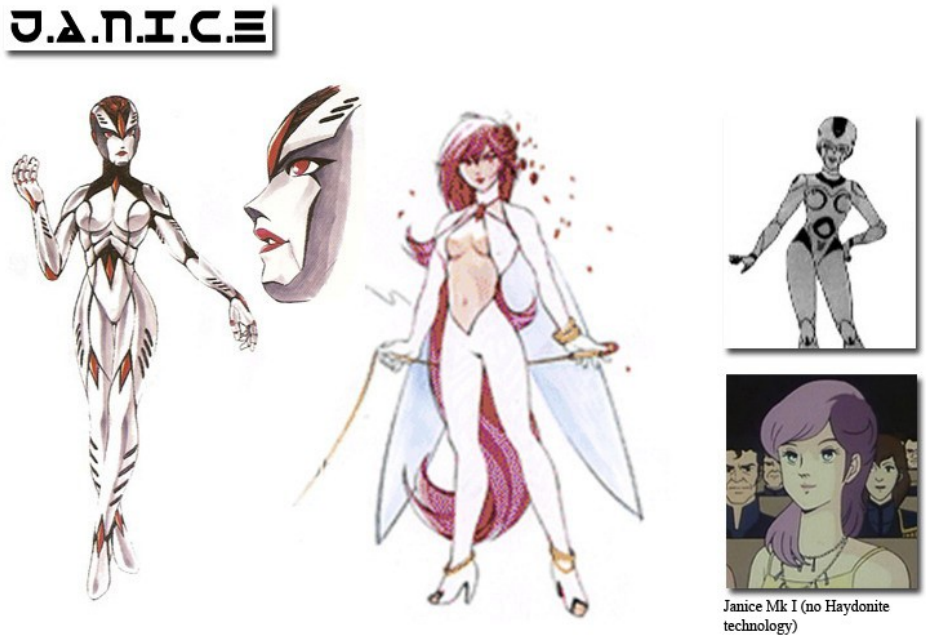
issues during Robotech. Edwards explained to Vince that he only pretended to ally with the Regent. He always intended to eliminate the Regent and his true intention was to use alien technology against the Invid Regess on Earth. As evident by some of his thoughts expressed in the miniseries, Edwards seems to question the morality of his actions but feels, nonetheless committed to his course of action. Vince Grant (who in the original Sentinels always regarded Edwards with suspicion) attempts to reason with Edwards to bring his plans to Admiral Hunter, reinforcing the notion that Edwards has been retconned as a loyal, trusted member of the REF, at least before his coup. It is possible that the Invid Brain may have mentally influenced Edwards' actions. Rick, regretful over having to fight Edwards, also suspects that Edwards may have been trying to warn them of something in the only way he could. The nature of his suspicions may verge on the emergence of an as yet unseen enemy that possibly dwells within the ranks of their trusted Sentinel allies.

Edwards dies on Optera when the SDF-3 fires its synchro cannon on him. Edwards kills Linn Kyle during his occupation of Optera.

Edwards original design was Megazone 23's B.D. with his dark hair changed to blonde. Unfortunately the timeline would not have allowed him to be on earth in 2027 (2029) so that character was changed to B.D. Andrews and the general appearance was renamed T.R. Edwards.

Story Arc: all
Rank: Lieutenant Colonel; Brigadier General; traitor
Gender: Male
Age: 64 in 2044
Height: 6'2"
Weight: 180 lbs
Occupation: mercenary / commander of Ghost Squadron / REF Commander / renegade

Em, Janice



Janice Mk I (no Haydonite technology)

Role: Field Scientist / Military Intelligence / Civilian Entertainer
Skills: Human Perception 6, Interview 8, Expert: Fashion 8, Expert: Entertainment 8, Wardrobe & Style 8, Mecha Pilot: Cyclone 5, Expert: Haydonite Tech 6, Sing 8, Cook 8, Dance 8, Poetry 8, Mathematics 8, Chemistry 8, Astronomy 8, Astrophysics 8, Mechanical Engineer 8, Electrical Engineer 8, Computer Operation 8, Computer Programming 8, Computer Hacking 8, Mecha Tech 8, Hide & Evade 8, Notice/Awareness 8, Demolitions 8, Gather Intelligence 8, Interrogation 8, Tactics 8, Military Etiquette 8, Stealth 8, Rifle & Shotgun 8, Handgun 8, Heavy Weaponry 8, Melee 8, Hand-to-Hand 8, Language:

English 8, Language: Zentraedi 8, Language: Japanese 8, Language: German 8, Language: Tirolian 8, Language: Latin 8, Language: Russian 8, Language: French 8
Perks/Talents: Beautiful 5, Lightning Calculator, Eidetic Memory, Perfect Pitch
Complications: Outsider -5
Android Features: As an AI installed into a mecha body, all of her stats are fixed at 6 (Mk I) or 8 (Mk II) and cannot be increased like normal characters. Increasing physical stats would require alteration of her body, and increasing mental stats would require reprogramming and upgrading her processor. She may learn new skills as normal. Many of her Perks and Talents are mechanical features. She does not feel "pain" but rather she registers damage to her servos and systems.

Her name is an acronym for *Junctioned Artificial Neuron Intelligent Computer Entity M1*. Janice is an android built by Dr. Emil Lang and Dr. Lazlo Zand in 2013, and is passed off early on as Lang's niece and becomes Minmei's singing partner. Her first incarnation was built using Robotechnology, while her second body incorporated Haydonite technology as well. After sneaking away with Minmei on the SDF-3, Emil Lang programs her to gather information on topics important to his research while she accompanies the Sentinels in liberating their worlds. She sacrifices her first body to help defeat Edwards on Optera while uploading her programming into the new body onboard the SDF-3, but loses some of her memory due to an incomplete upload.

Janice is actually an AI found onboard the SDF-1, and was once a tool for Zor and the Robotech Masters, although she has no memories of that time. The AI has a female persona that is friendly and loyal. At first Grant assumes she is a traitor, but after the Haydonites attempt to destroy her, he accepts her as having been just as betrayed by them as the REF was.

Janice was originally going to be the English dubbed name of Megazone 23's Eve Tokimatsuri for the Robotech the Untold Story. However with the timeline being moved from 2010 to 2027 (2029), she would not be available on earth. Thus, she cannot be Eve.
*It is stated multiple places that she is fluent in "eight languages" but never states what ones. I picked ones that seemed most appropriate given her surroundings. Feel free to replace them as needed.
Janice Em Mk I: INT 6, COOL 6, PRE 6, EMP 6, REF 6, DEX 6, TECH 6, STR 6, BOD 6, ATTR 2, MA 6, EDU 6, CP 76

Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.

SDP: 30 torso, 15 head, 18 per limb

Armor: SP 15, 15 SDP all locations

Systems: Sensors (Head, 3 SDP, Sensors 5500m, Communications 26km), Resolution Enhancement (Head, 16x), Radio/Radar Analyzer (Head)

Multipliers: 'Oid (makes her an android; maximum skill 6), Environmentals (Space), Holographic Projector (grants ATTR 6), Weight Inefficient, Powerplant (cold bio-energy; protoculture)

Combat: +1d6 punch/kick
Janice Em Mk II: INT 8, COOL 8, PRE 8, EMP 8, REF 8, DEX 8,TECH 8, STR 8, BOD 8, ATTR 4, MA 8, EDU 8, CP 103

Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.

SDP: 40 torso, 20 head, 23 per limb

Armor: SP 20, 20 SDP all locations

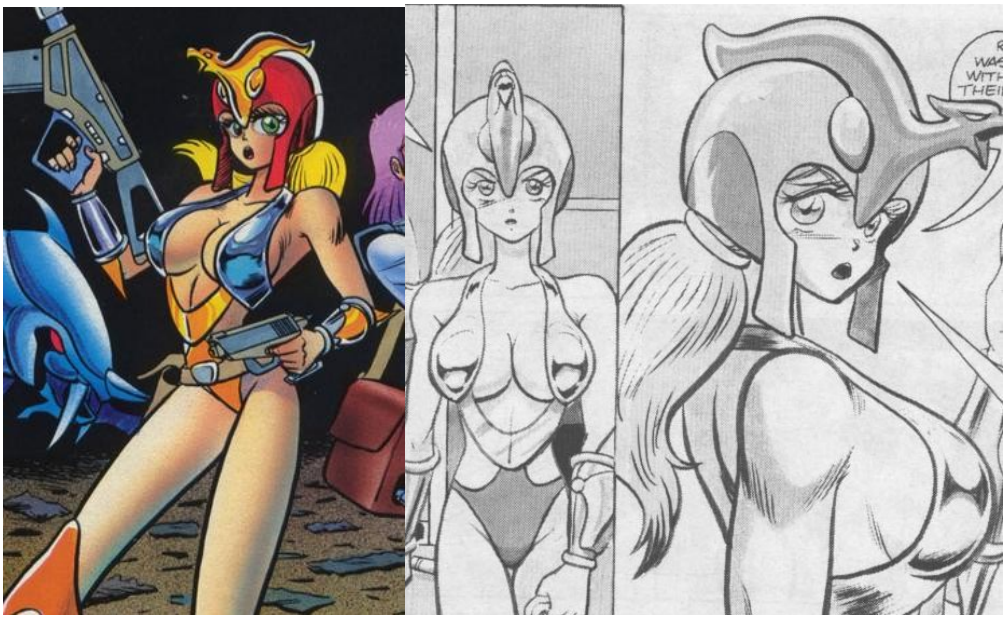
Systems: Sensors (Head, 5 SDP, Sensors 10km, Communications 36km), Resolution Enhancement (Head, 256x), Radio/Radar Analyzer (Head)

Multipliers: 'Oid (makes her an android; maximum skill 8), Environmentals (Space), Holographic Projector (grants ATTR 8), Weight Inefficient, Powerplant (cold bio-energy, protoculture)

Combat: +1d6 punch, +2d6 kick

Gender: Female
Age: 31 at the start of Shadow Chronicles (2044)
Height: 5'2" (1.54m)
Weight: 302lb (136kg)

Gnea



Role: Praxian Warrior
Stats: INT 3, COOL 4, PRE 3, EMP 2, REF 7, DEX 7, TECH 2, STR 7, BOD 8, ATTR 9, MA 6, EDU 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: Beautiful 3, High Pain Threshold 2
Complications: Impulsive (combat) -5

Gnea is a "junior" under the tutelage of Bella. She has long blond hair and green eyes. Like all Praxians, Gnea looks forward to battle. At first she despises Rem for being a Robotech Master, but their battle together on Karbarra, she has begun to grudgingly accept him as a fellow warrior, and seems to grow fond of him. She tends to be bold, arrogant and cocky.. a typical teenager.
Gender: Female
Age: 16 at the start of Sentinels (2031); some sources say 14
Height: 7'2"
Weight: 145 lbs
Race: Praxian

Grant, Jean

Role: Medical Officer
Stats: INT 7, COOL 6, PRE 4, EMP 7, AGIL 5, TECH 7, STR 3, BOD 6, ATTR 7, MA 5, EDU 8, LUCK 6
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Med Tech 9, Awareness/Notice 7, Diagnose 8, Research 6, Paramedic 7, Zoology 6, Pathology 6
Perks/Talents: Beautiful 2
Complications: ?

Wife of Vince Grant. She has a passion for life, freedom and the arts, and has dedicated herself to the preservation of life regardless if it is human or alien. She leads by example and won't ask others to do what she herself would not do.

Gender: Female
Age: ?
Height: 6'
Weight: 132 lbs
Occupation: Head of REF medical department

Grant, Vince

Role: Engineering Corps / Command Officer (REF)
Stats: INT 7, COOL 8, PRE 6, EMP 5, AGIL 6, TECH 8, STR 5, BOD 6, ATTR 6, MA 5, EDU 6, LUCK 8
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Jury Rig 5, Awareness/Notice 6, Mecha Tech 7, Aero Tech 3, Auto Tech 3, Mecha Design 4, Computer Operation 6, Authority 7, Leadership 8, Tactics 6, Oratory 4, Social 6, Interrogation 5
Perks/Talents: ?
Complications: ?

Vince is the younger brother of Claudia Grant, and father of Bowie Grant. He is a born mechanic with great aptitude for construction and has a strong grasp of protoculture technology. He is cool and level headed. His loyalty and leadership abilities got him promoted up through the ranks very quickly. He married the head of the REF medical department, Jean.
Gender: Male
Age: ?
Height: 6'9"
Weight: 245 lbs
Occupation: Engineer / Command Officer

Hesh, Kazianna

Role: Meltran Power Armor Pilot
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: Full-Blooded Meltrandi
Complications: ?

Kazianna is a mysterious Meltrandi who romances Breetai during their mining operation in the rings of Phantoma. She later gives birth to his son Drannin, the first natural born full-blooded Zentraedi in the history of their race.

With the timeline reboot, it is unknown if her or Drannin still exist.
Gender: Female
Age: ?
Occupation: Quadrano pilot
Race: Zentraedi

Hix, Kathryn

Role: REF Communications Officer
Stats: INT 6, COOL 5, PRE 5, EMP 4, REF 5, DEX 5, TECH 6, STR 3, BOD 4, ATTR 6, MA 4, EDU 3
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Oratory 3, Radio Communication 6, Satellite Communication 5, Radio Scramblers 5, Cryptography 4, Electronic Warfare 4, Language: Zentraedi 4, Seduction (ATTR) 7, Melee 3, Persuade & Fast Talk 7, Hide & Evade 5
Perks/Talents: Beautiful 2, Rank (REF) ?,
Complications: ?

Kathryn Hix was a member of the REF onboard the SDF-3 during the Sentinels War. She was an instrumental member of an attempted mutiny against Edwards, and planned to assassinate the Regent. She was a typical femme fatale type, using sex to get what she needed.

Gender: Female
Age: ?
Height: ?
Weight: ?

Kami

Role: Garudan Scout
Stats: INT 7, COOL 7, PRE 4, EMP 6, REF 4, DEX 4,TECH 7, STR 5, BOD 5, ATTR 4, MA 5, EDU 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

He is a perfect scout, quick on his feet and quick with his mind. He plays a pivotal role in saving the Karbarran children being held hostage by the Invid during the Sentinel War as well as discovering there is a link between the Karbarrans and their sekiton. He tends to be soft-spoken and loves the thrill of the hunt, but not for the sake of killing.

Gender: Male
Age: unknown, equivalent of 28 for humans
Height: 6'3"
Weight: 180 lbs
Race: Garudan

Learna

Role: Garudan Scout
Stats: INT 6, COOL 7, PRE 4, EMP 5, REF 5, DEX 5, TECH 6, STR 4, BOD 4, ATTR 4, MA 6, EDU 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.

Skills: ?
Perks/Talents: ?
Complications: ?
?
Gender: Female
Age: unknown, equivalent of 28 for humans
Height: 5'11"
Weight: 130 lbs
Race: Garudan

L'ron

Role: Karbarran Engineer
Stats: INT 4, COOL 4, PRE 3, EMP 3, REF 4, DEX 4, TECH 4, STR 9, BOD 7, ATTR 2, MA 3, EDU 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?
L'ron is gruff and rough and tumble, but he is well meaning. He hates the Invid but won't let his anger endanger his friends.
Gender: Male
Age: 721
Height: 8'6"
Weight: 350 lbs
Race: Karbarran

Nicks, Rebecca

HELL HATH NO FURY LIKE A WOMAN SCORNED KATH.
MY NAMES REBECCA NICKS AND IM COMING FOR YOU, KATH.
YOU AND ANYONE WHO STANDS IN MY WAY.
AD273

Role: REF Military Intelligence
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?

Complications: ?

Rebecca Nicks is a military intelligence officer for the REF serving on Tirol. She is killed alongside Lynn Kyle while trying to rescue Minmei from Edwards.

Gender: Female
Age: ?
Occupation: REF
Rank: Lieutenant

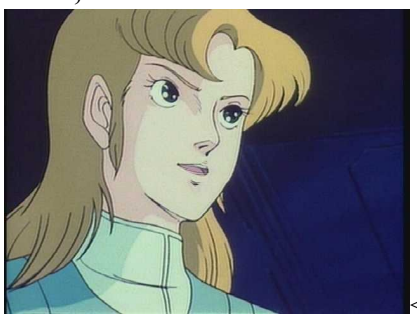
Nobutu, Desmond

Role: RDF Command Officer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Desmond Nobutu served as captain of Moon Base Aluce II during the Invid Invasion. He ends up on earth after the first liberation attempt, and joins up with John Carpenter's forces. Although he does survive to the end of the Invid War, his fate thereafter is unknown.

Gender: Male
Age: ?
Height: ?
Weight: ?
Occupation: ?

Penn, Karen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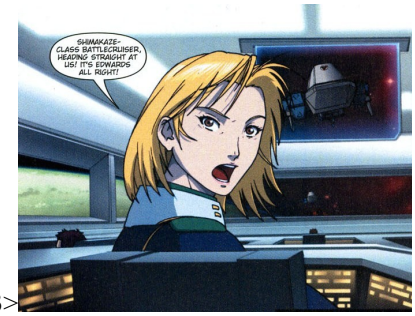


Role: VF Pilot [REF] / Bridge Officer
Stats: INT 5, COOL 4, PRE 5, EMP 5, AGIL 7, TECH 5, STR 3, BOD 4, ATTR 6, MA 6, EDU 3, LUCK 6
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Martial Arts (Uichi Ryu karate) 6, Mecha Pilot: VF Series (REF) 6, Mecha Weaponry 5, Pilot: Hovercycle 6
Perks/Talents: Beautiful 1, Martial Artist, Rank ? (REF), Membership 5 (REF)

Complications: Coward -5

She was the daughter of noted Doctor Harry Penn of the Robotech Research Group headed by Doctor Emil Lang, whilst her mother was killed during the events of the First Robotech War. As a result of her mother's death, her father began to ignore and neglect her which led to her enlisting in the Robotech Defense Force. By the age of 17, she became a talent test pilot when the Pioneer Expedition was being assembled. After demonstrating her skill, she impressed Max Sterling though her father disproved of her actions. Despite this stance, Dr. Lang encouraged her to join the Robotech Expeditionary Force and she participated in its launch in 2022 during its launch. During her time in the Expeditionary Force, she was known to had developed a rivalry with fellow pilot Jack Baker with the two forming a love-hate relationship.

She is secretly afraid and is jealous of Jack Baker's ability to jump into even the most dangerous situation with no apparent fear of dying.

By 2043 she has been promoted to a bridge officer onboard Vince Grant's ship. She participated on the assault to bring down Edwards in 2044. After the REF civil war she carries the rank of commander. It is unknown if she survives the attack on Liberty Space Station.

Gender: Female
Rank: 2nd Lieutenant
Age: 17 at the start of the Sentinels, 40 at the start of Shadow Chronicles
Height: 5'6"
Weight: 120 lbs
Occupation: REF Pilot

Regent

LET THESE INVADERS TASTE THE FULL WRATH OF THE INVID! LOWER THE ENTIRE FULL FLEET AND ONE MILLION OF MY ELITE BATTALION OF WAR MACHINES...

Role: Invid Overlord
Stats: INT 9, COOL 12, PRE 15, EMP 2, REF 10, DEX 10, TECH 6, STR 25, BOD 26, ATTR 1, MA 14, EDU 2, LUCK 6
Secondary: END 240, HUM -5, Run 42m, Leap 3.5m, Anime Leap 10.5m, Swim 14m, BTM -12, REC 44, RES 18, STUN 120, HITS 12,000 (head 2500; body 5000, limbs 3350), Lift 5000 kg, Throw 225m, DMG +8d6, EV 333. He can inflict up to 4K unarmed and can take 480 Kills of damage.
Skills: ?
Psychic Powers: Telepathy 2, Invid Alchemy 7
Perks/Talents: ?
Complications: Obsession -15 (prove his worth to the Regess)

The Regent is the male counterpart to the Regess. Unlike the Regess, the Regent wants to subjugate the galaxy under his command and has little interest or patience in philosophical matters. He develops several new mecha for his Invid forces, and also uses the Invid inorganics to bolster his fighting force. It is his forces that conquer the Sentinel worlds and are slowly defeated by the REF. The Regent forms an alliance with Edwards, but is betrayed when Edwards usurps control of the Invid from him. He dies alongside Breetai when the Tokugawa fires its synchro cannon on his ship.

The Regent conquers most of the sentinel worlds, taking them from the Robotech Masters. He keeps trophies and a zoo of the sentinel races as tribute to his military prowess, and ostensibly to honor his wife, the Regess.

Note that the Regent is considered “roadstriker” scale like a macronized Zentraedi.

* I have chosen to drop his "super powers" from the Palladium RPG, as he shows no sign of them in the comic series.

Gender: Male
Age: ?
Height: 14' (estimate)
Weight: 350 lbs (estimate)
Occupation: Invid Warlord

Regess

Role: Invid Overlord
Stats: INT 15, COOL 15, PRE 20, EMP 5, REF 10, DEX 10, TECH 10, STR 20, BOD 20, ATTR 10, MA 20, EDU 6, PSI 10
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim 7m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Expert: Protoculture 9, Expert: Tirolian Society 7, Expert: Tirolian History 7,
Psychic Powers: Telepathy 10, Teleportation 10, Invid Alchemy 9
Psychic Skills: Telepathic Send 10, Teleportation 10, Stellar Teleportation 10, Invid Evolution 9
Perks/Talents: ?
Complications: ?

The Robotech version of the Refless is a bit different. She is not the sole ruler of the Invid, and shares rulership with her husband, the Regent. The Robotech version actually has more background than the Mospeada version, in that the Regess is the first Invid to really gain sentience. She evolves herself into beautiful humanoid form to better relate to Zor, and forms a telepathic bond with him, teaching him all about the flower of life while he in turn teaches her all about Tirolian society. While both the Regent and Regess want revenge on Zor and the Tirolians/Zentraedi for defoliating their world, this becomes a secondary goal for her in her quest to evolve the Invid to the "perfect" form.

In 2044 she finally achieves her goal and merges the Invid on earth with the protoculture stores of earth, becoming a single transcended entity that leaves this universe through the black hole at Raanath's Star. It is presumed that she takes the Invid throughout the Local Group as well, since none remain on Optera when it is given over to the Praxians.

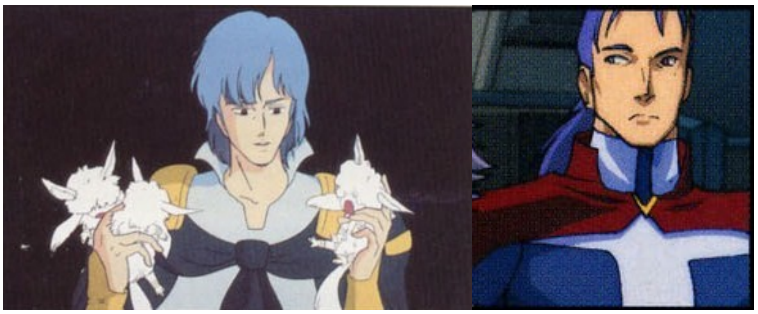
Note that the Regess is considered "roadstriker" scale like a macronized Zentraedi.
*In 2044 when she evolves and takes her Invid out of the galaxy, increase her Invid Alchemy power and the Invid Evolution skill to 10.
Gender: Female
Occupation: ?

Reinhart, Günter

Role: REF Command Officer
Stats: INT 5, COOL 7, PRE 6, EMP 4, REF 5, DEX 5, TECH 5, STR 6, BOD 6, ATTR 4, MA 5, EDU 4
Secondary: END ?, STAB 50, Luck 10, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: Rank (REF Marines) 8 (acting as 9)
Complications: ?

He serves as supreme commander of the REF and the Earth Reclamation Force in the absence of Admiral Rick Hunter. Before the Admirals Hunter left with the sentinels, he was general commander of the REF ground forces.
Rank: Lieutenant General
Age: 51 in 2044
Height: 5'9" (1.73m)
Weight: 175 lb (79kg)

Rem



Role: Field Scientist
Stats: INT 7, COOL 6, PRE 6, EMP 5, AGIL 7, TECH 7, STR 6, BOD 5, ATTR 5, MA 5, EDU 7, LUCK 6
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Biology 8, Chemistry 9, Mathematics 8, Computer Operation 9, Radio Communications 8, Electronics 7, Mechanical Engineering 7, Mecha Tech 7, Paramedic 8, Navigation 5
Perks/Talents: ?
Complications: ?

Rem is a male Tirolian who was actually a clone of Zor who was the founder of Robotechnology. He was created by Cabell after the death of Zor and was the second clone of his progenitor with the other being Zor Prime who was created by the Robotech Masters as they sought to find the location of the SDF-1 that held the only known Protoculture Matrix in the universe.

Initially, he was completely unaware of his origins as a clone and was under the tutelage of Cabell when the Robotech Masters abandoned Tirol in order to search for Earth where the Zentraedi were defeated. As a result, Rem was present on the planet when it was invaded by the Invid Regent. He later joined the Robotech Expeditionary Force after they saved the planet's populace from the Invid threat.

He was briefly present on Space Station Liberty where Cabell told him that a new war for Protoculture would emerge and that he feared that he would never see an end to the cycle of warfare. Rem attempted to comfort him by saying that at least the fighting had left Tirol in peace and that he would be returning to his homeworld to study the new Neutron-S missiles for Admiral Rick Hunter. Whilst being escorted by Maia Sterling, he bumped into Dana Sterling and asked if he knew her to which she replied *"in another lifetime"* whereupon she walked away after not speaking to her sister.

According to the script, Rem was to become a close friend of Rick, Lisa and Janice. He would become a major force among the Sentinels. Towards the end of the series, he would devise a plan to travel back in time to stop the horrors wrought by the Invid and the Robotech Masters, but his plan "ultimately fails".

Gender: Male
Age: 18
Height: 6'4"
Weight: 180 lbs
Race: Robotech Master

Romero, Alex

Role: REF VF Pilot
Stats: INT 4, COOL 3, PRE 6, EMP 6, REF 6, DEX 6, TECH 4, STR 5, BOD 4, ATTR 6, MA 6, EDU 2
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Alex is a member of Wolf Squadron, and Marcus Rush's best friend, during the final battle to dive the Invid off of Earth. Afterwards, he is assigned to Skull Squadron. He dies in 2044 fighting against the Haydonites.

Rank: Lieutenant
Gender: Male
Age: 19 in 2044
Height: 5'10" (1.78m)
Weight: 160 lbs (72kg)

Rush, Marcus

Role: VF Pilot [REF]
Stats: INT 4, COOL 3, PRE 4, EMP 4, REF 7, DEX 7, TECH 6, STR 5, BOD 6, ATTR 3, MA 5, EDU 2
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: VF Series 6, Mecha Weaponry 6

Perks/Talents: ?
Complications: ?

Marcus is the younger brother of Marlene Rush, Scott Bernard's fiancée. He develops a crush on Maia Sterling at first sight. When he first encounters Ariel, he attempts to kill her while blaming Scott Bernard for the death of his sister and the entire Mars fleet as a traitor. After Ariel saves his life, his disposition towards her seems to soften a bit.

Rank: Lieutenant
Gender: Male
Age: 18 in 2044
Height: 5'6" (1.67m)
Weight: 140lb (63kg)
Occupation: VF Pilot (Wolf Squadron; Skull Squadron)

Sarna

Role: Haydonite Administrator
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Nothing is really known about Sarna except that "she" is the "daughter" of ?? of Haydon IV and she is "in love" with Veidt. She dies on Haydon IV saving her father. Her sacrifice shows him that they must not sit idle while the Invid wrest control of their planet from them.

Gender: Female
Age: ?
Height: ?
Weight: ?
Race: Haydonite

Sterling, Maia

Role: VF Pilot [REF]
Stats: INT 5, COOL 6, PRE 6, EMP 4, REF 8, DEX 8, TECH 5, STR 5, BOD 7, ATTR 6, MA 6, EDU 2
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: VF Series 7, Mecha Weaponry 7, Dodge & Evade 7, Awareness/Notice 6
Perks/Talents: ½ Meltrandi, Beautiful 3, Genius (VF Pilot: Alpha) 3, Ace Pilot
Complications: ?

Maia is the daughter of Max and Miriya Sterling. She is the commander of Skull Squadron in 2044.

In the original Sentinels comic, Max and Miriya's second daughter is named Aurora. Given that Maia's birth year would be 2025, she would have been born on the SDF-3 while it was *looking for* Tirol, well before the Sentinels War when Aurora was born; thus if Aurora exists, she would be a later child.
Rank: Lieutenant Commander
Gender: Female
Age: 19 in 2044
Height: 5'4" (1.62m)
Weight: 120lb (54kg)
Race: 1/2 Zentraedi

Teal

Role: ?
Stats: INT 5, COOL 6, PRE 2, EMP 2, REF 4, DEX 4, TECH 4, STR 5, BOD 6, ATTR 2, MA 5, EDU 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Teal is a self-serving person with little regard for others. When she is left in care of the reborn Baldan, she feels burdened by the responsibility of shaping him and seeing him back to adulthood. Unlike with the other sentinel pairs, she is not Baldan's mate, and the two in general irritate each other because of their conflicting personalities.
Gender: Female
Age: unknown, likely pointless
Height: 6'3"
Weight: 310 lbs
Race: Spherisian

Tesla

Role: Field Scientist
Stats: INT 5, COOL 5, PRE 5, EMP 5, AGIL 5, TECH 6, STR 5, BOD 5, ATTR 1, MA 5, EDU 5, PSI 3
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mathematics 5, Research 5, Awareness/Notice 6, Basic Tech 5, Expert: Protoculture 6, Biology 4, Med Tech 4
Psychic Powers: Telepathy 3
Psychic Skills: Telepathic Send 3
Perks/Talents: ?
Complications: ?

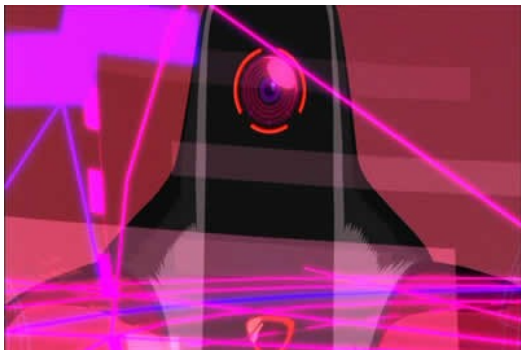
Tesla is a sub-king, and son of the Regent. He is captured by the sentinels and REF, and attempts to negotiate his way out of trouble several times. He is a consummate actor and weasel. He eventually gets the Perytonian sentinel Burak over to his side with promises that together they would remove the curse that plagues Peryton. Through the story, he begins eating unripe protoculture fruits and becomes an addict while he evolves to be more and more human-like physically and begins showing powers similar to the Regess.

In the script, Tesla would continue his evolution until he dies alongside Burak on Peryton, freeing the world from its curse. The stats above represent him before his evolution from consuming the protoculture fruit. By the end of his evolution, he would have stats equivalent to the Regess instead of the Regent, due to his more human-like form. He is described as being evil in the same sense as Rasputin of earth.

Tesla is not evolving via Invid Alchemy, but rather by consuming protoculture fruits.

Gender: Male
Age: 117 (young by Invid standards)
Height: 11'
Weight: 279 lbs
Race: Invid

Veidt

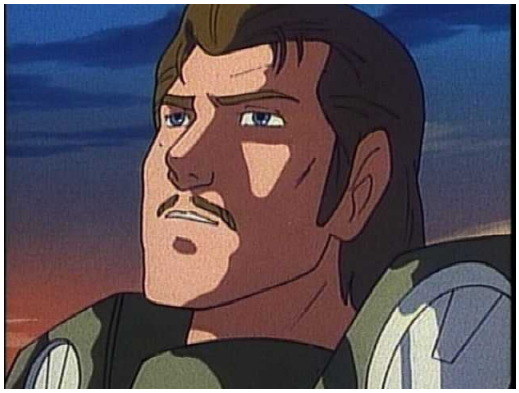


Role: Haydonite Administrator
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Ambassador to the Sentinels Confederation from Haydon IV. It is Veidt that gives the REF much of their newest technology through Janice. He aids the REF throughout the campaign to liberate the sentinel worlds, only to betray them after.

Gender: Male
Age: ?
Height: ?
Weight: ?
Race: Haydonite

Wolf, Jonathan



Role: VF Pilot [RDF] / Test Pilot / VF Pilot [REF]
Stats: INT 5, COOL 3, PRE 9, EMP 5, AGIL 7, TECH 5, STR 6, BOD 6, ATTR 8, MA 5, EDU 3, LUCK 8
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: VF Series (RDF) 6, Mecha Pilot: Hovertank 7, Mecha Weaponry 7, Radio Communications 5, Tactics 6, Leadership 7, Mecha Pilot: Cyclone 6
Perks/Talents: Handsome 3
Complications: Obsession (Minmei) -5, Depression -10

Wolf begins his career as a classic hero of epic proportions, commanding Wolf Squadron in the RDF during Space War I. He was charismatic and quite popular with the ladies. With ten years of combat experience, he is chosen to go with the REF expedition. As a test pilot, he was one of the first to put the new hovertank through its paces, and he instantly falls in love with it. As such, the Wolf Squadron is a hovertank unit, referred to informally as the Wolf Pack.

He is a handsome and charismatic man, able to make women swoon and men follow him to the gates of hell. Unfortunately, his marriage falls apart and he begins sinking into melancholy, having left his

wife and young son on earth. Once he discovers that Minmei had come with the SDF-3 he begins romancing her, but their relationship is cut short when he leaves with the Hunters and the sentinels. After returning to find his new love with another man, he gets drunk and has sex with a Praxian (who resembles Minmei with red hair) while on duty and is almost dismissed from his post. He then works even harder to redeem himself with Rick Hunter.

He returns to earth with the REF years later as part of a reconnaissance assault wave against the Invid. He is absent from the First Battle of Reflex Point while searching in futile for his wife and son, causing the alliance he worked so hard to build to fall apart. He eventually burns out and ends up in Soldier Town where he cuts a deal with the local Invid to trade soldiers' lives for protoculture. Seeing Scott Bernard sparks his last bit of heroism and he dies saving Scott, Rand and Rook from the Invid.

With the timeline changes, he is still with the sentinels during the Invid War. Thus, he would have to have been sent back to Earth earlier in order to sell out Soldier Town.

Gender: Male
Rank: Colonel
Age: 33 at the start of the Sentinels
Height: 6'4"
Weight: 210 lbs
Occupation: commander of Wolf Squadron; resistance fighter

Pre-Robotech (before 1999)

NPC's from before the SDF-1 arrives on Earth. Just in case the campaign is set in an earlier era.

Nimuul

Role: Mercantile Guild / Robotech Elder
Stats: INT 9, COOL 6, PRE 7, EMP 3, AGIL 5, TECH 5, STR 4, BOD 5, ATTR 5, MA 5, EDU 3, LUCK 7
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Accounting 7, Business 7, Bureaucracy 9, Human Perception 8, Mathematics 7, Persuasion & Fast Talk 10, Credibility 7, Intimidation 7, Oratory 8, High Society 9, Awareness/Notice 5, Bribery 9, Leadership 6, Authority 7, Seduction (PRE) 6
Perks/Talents: Rank (Mercantile Guild) 9, Membership (Mercantile Guild) 9, Rank (Senator) 7, Membership (Tirolian Senate) 7, Intuition
Complications: Obsessed (rule Tirol) -10

Nimuul was an influential member of the Mercantile Guild and a member of the Tirolian Senate. It was through his manipulations that Zor was granted his techno-voyage to search for an alternate power source and relieve Tirol from their dependence on imported Karbarran sekiton. He proposes that Tirol annex the Local Group to wipe clean outstanding trade debts and bring more resources under their control.

After Zor discovers his protoculture and begins to expand on the applications, it is Nimuul that first convinces Zor to begin making clones loyal to Nimuul. He later comes up with the plan to make a race of giant clones, the Zentraedi, to mine monopole ores in the rings of Fantoma, an essential material for making space fold engines.

Slowly but surely Nimuul takes absolute power over Tirol, abolishing the senate and declaring himself the only Elder and restructures the republic into the Tirolian Empire. It is under Nimuul's orders that Optera is defoliated of the flower of life.

Nimuul, as ruler of Tirol, uses what protoculture is left to allow himself to live for generations until death finally claimed him. Nimuul made a radical decree in his Will: his zylonic template would be recorded and stored, upon his death Cabell was to create a triplet batch clone of Nimuul and download the template into them, this triplet batch would then receive all holdings, and the entire clone retinue of the deceased Nimuul. The decree sent shockwaves through Tirolian society. Upon death his decree was carried out, and the Cabell created the triplet batch of Nimuul, referred to as the Robotech Elders.

Nimuul serves as the Prime Template that is used for all of the Robotech Elder/Master/Heir triumvirates, ensuring his eternal rulership over Tirol, and all Robotech Elders have his skills.

Gender: Male
Age: ?
Height: ??
Weight: ??
Occupation: Tirolian Overlord
Timeline: 133X

Tokalyan

Role: Field Scientist
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Tokalyan set up a research post on the planet Rel'nar and eventually created a Genesis Pit to further study evolution under the orders of the Regess. He was killed by Breetai during his search for the lost SDF-1 (between 1998 and 2009).

Gender: Male
Age: ?
Occupation: ?

Zor

A CURIOUS PLANT THE INVID CALL... THE FLOWER OF LIFE, AND IS APPARENTLY THEIR ONLY SOURCE OF FOOD.
THEIR LIVES REVOLVE AROUND THIS UTTERLY UNIQUE FOLIAGE. IT SEEMS TO BE THE SINGLE FOCUS OF THEIR EXISTENCE.

Role: Tirolian Science Officer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Zor was the Tirolian who discovered the flower of life and the process in which to process it into protoculture energy as well as the early Invid. His work forms the foundation of all of the Robotech Masters' technology, including their genetic engineering and cloning.
Gender: Male
Age: ?
Occupation:

1341: Nimuul convinces the senate to grant Zor his techno-voyage [stated the journey takes "more than a year"]
1343: Zor discovers Optera, the Invid and the flower of life
????: Zor arrives back on Tirol with his samples [1697 A.L.]

Chapter 16 – Kevinisms, Notes & Glossary

This is a collection of essays as to why certain changes were made, as well as information fixes for Kevin Sembieda's cock-ups in the Palladium version of the game. Also included is a glossary of terms and abbreviations.

Reconciling the Sentinels War

[by Robotech Reference Guide 2060]

The premise of the Sentinels disagrees with the continuity of the original Robotech series in many ways. Though the show is unequivocal in its support for a timeline that has the REF return later than 2040, several inconsistencies appear if it is assumed that the REF arrives at Tirol immediately after the Sentinels video. The Southern Cross and General Leonard know nothing of a war or the proposed enemy. The narrator tells us the REF is searching for Tirol, not fighting the Invid. The show indicates

that the RDF does not know where Tirol is, despite access to Zentraedi navigational information. We propose a reconciliation of the Sentinels concept with the original series continuity that delays the arrival of the REF at Tirol until the conclusion of the Second Robotech War. The benefits of such a reconciliation in explaining other poorly understood elements of the Robotech continuity are discussed.

It has been apparent to observers for some time that the concept Macek developed for the Sentinels is inconsistent in several ways with the continuity with the original series. Though this discomfort with the Sentinels has been vague, it has been persistent, and has motivated several luminaries within Robotech fandom (for example, Tom Bateman) to suggest that the Sentinels itself must be abandoned. In the course of our internal discussions on the subject of the reason for the long delay in the REF's return to Earth, we came upon the unmistakable fact that it was not possible to reconcile the show with the claim that the REF space-folded directly to Tirol. Either the REF hid the Sentinels War from the Southern Cross, the Sentinels War never took place, or more intriguingly, the Sentinels War took place some eight years after most fan-timelines, and five years after McKinney's timeline claims. Adopting this solves, or allows for solutions to, many of the outstanding difficulties in the Robotech continuity.

The timeline in Chapter 1 accounts for this essay and its suggested corrections. If the GM does not like this particular idea, they can find the original Robotech timeline in the Robotech RPG released by Palladium Books.

Review of the Timeline

Within the course of this discussion, it is absolutely essential to keep the original series' timeline in mind; things become quickly muddled if one tries to mix some of the fan- or novel-specific dates with those mentioned in the show. The subject of the Robotech timeline has been one of the most controversial in Robotech fandom, not because there is any ambiguity in the show as to the dates of the major events, but rather because preconceptions that stem from the novels, comics, and RPG has motivated certain parties to ignore the show's explicit time cues, or to explain them away with fanciful scenarios for tampering in the timeline. We will show in this review that the timeline of the series is indeed uniquely determinable to within a fair level of accuracy.

The end date of the Macross saga produces two schools of thought. The series concludes soon after Christmas, in December or January. The original Macross ends in Jan. 2012; however, Stan Bundy has convincingly shown that this produces an impossibly cramped timeline for Robotech, for two main reasons. In Robotech, the SDF-1 remains away from Earth after its disastrous space fold for a full year, longer than the seven months in the Macross timeline ("Gloval's Report", "Homecoming"). Secondly, the reconstruction period is listed by the narrator as two years, also far longer than the time allotted in the original Macross ("Reconstruction Blues"). These combine to make the only feasible date for the end of the Macross saga Dec. 2013/early 2014. We have adopted a date for the episode "To the Stars" of Jan. 2014, based on the sense that some time passes between this final episode and "Seasons Greetings", which takes place on Christmas Eve.

More controversial is the departure date of the Sentinels, though not through any ambiguity in the video itself. The narrator speaks of the REF suffering from "nearly ten years of inactivity", and while this may be construed to date to the apocalyptic battle

against Dolza's fleet in "Force of Arms" rather than "To the Stars", a remark by Lisa is not nearly so forgiving. She tells Rick that he has had "nine years" to prepare for the Expeditionary mission, not to mention their marriage. Rick only learned of the Expeditionary mission in "To the Stars"; similarly, his unequivocal commitment to Lisa dates to this episode. Thus, the only date for the Sentinels departure that is consistent with the video and the original show is within six months of January 2023. Not coincidentally, this agrees with Macek's own estimate of the date of the departure of the REF, as given in *Robotech Art 3* (p. 54ff). Macek gives the date as 2022, and the range from the analysis above allows dates from August 2022 on. We have adopted a date of Dec. 2022 for the purposes of this discussion.

It has been argued in certain quarters that Macek was somehow "forced" by outside factors to push back the date of the Sentinels forward to 2022/2023, and that his original intent was for it to take place immediately after Macross. The argument is that Macek, prevented from using the Macross properties by Tatsunoko, was forced to explain the change in mecha and uniforms by a delay. It suffices to say that there is zero evidence whatsoever for this proposition. Furthermore, Macek was forced to re-dub the Sentinels between its animation as an episode and its reformulation as an OVA; he had plenty of opportunity to reset the date, had that been his desire. The only gap that would be necessary would be a couple of years to explain the new (and in some cases experimental) mecha and uniforms.

The only piece of evidence advanced to support the assertion that the REF wasn't supposed to leave in 2022/2023 in Macek's conception is a quote from *Robotech Art 3*, p. 22: "The interfacing between the constructed timeline in Robotech and the proposed timeline in the Sentinels was virtually impossible to reconcile with the Japanese writers". However, damning as this quote might seem out of context, once one actually reads the surrounding paragraph, one finds that Macek was referring not to the date of the departure of the REF, but of the Japanese writers' total lack of interest in the established Macross characters, and Macek's suspicion that they were developing the Sentinels - sans Macross characters - for development as a series to be aired in Japan. Macek's use of "timeline" here is synonymous with "continuity", not "chronology". Indeed, the context of the passage is so unequivocal that use of this quote as evidence that Macek was forced to change his timeline is extremely deceptive. This is especially the case considering the fact that the average fan does not have access to this book, and can not check the context for this quote for themselves. As it happens, the Japanese writers were eventually sacked, American writers were brought in, and development continued. Even if this quote referred to the chronology, which the context indicates that it does not, the pressure on Macek was relieved as soon as the Japanese writers were sent their walking papers. The scripts that went to form the basis of the animation were precisely those Macek wanted.

Returning to the original series, a much less contentious date is the beginning of the Second Robotech War. At Dana's graduation ceremony in "Dana's Story", we are told that it is fifteen years to the day after the destruction of the SDF-1. The Masters' initial probing attack against Luna predates the full war by enough time for the Southern Cross to check out the situation at Luna, and for the state of alert to have subsided. These two observations lead to a conclusion that "False Start" takes place in early 2029. From the pacing of the episodes, and the apparent season of the final episodes of the Robotech Masters saga, we can conclude that the war ends in summer of 2030.

The most controversial aspect of the timeline for the series is the return date of the REF. The show gives us several implicit clues to this date. Firstly, the crew of the Horizont was all "born in deep space on a Robotech ship". Scott was a boy when Wolff left for Earth "when Admiral Hunter sent in the first wave against the Robotech Masters" ("Eulogy"). Lancer arrived on Earth more than three years before "The Secret Route", with the Invid firmly entrenched and rooting out resistance members with the help of the locals. One also takes note of the age of the old men in "Ghost Town", who supposedly served against the Robotech Masters. All of these cues, as well of numerous others one might mention, suggest an Invid occupation of a decade or more. However, there is one single explicit time cue in "The Invid Invasion" that settles the issue. In this episode, the narrator tells us that Earth is "a planet none of these newest Robotech defenders has seen in nearly twenty years". The operative word here is "none"; it will not allow a single person in the Mars Division fleet to have been on Earth more recently than the quoted twenty-year span.

Since Mars Division is a significant fraction of the total REF fleet, this absolutely dates the REF's return to nearly twenty years after the last large deployment of REF troops from Earth. The earliest possible candidate is the departure of the SDF-3, in 2022. Ships may have left earlier, but a single officer or crewman in Mars Division that left with the SDF-3 would require that this date, and not the earlier departure dates, be the reference point for this time span. Thus, the earliest the REF can return is the period between 2040 and 2042. This date can be pushed later if REF troops were ever reinforced in numbers from Earth. Reinforcements might have come as late as just before the Invid invasion itself, some time in the early 2030s, pushing the possible date of the REF's return to as late as 2053 or so. We choose to assume that the departure of the SDF-3 is the intended start date of this 20 year span, implying a REF return from 2040 to 2042, rather than deal with the increasing difficulties associated with return dates as late as 2053.

The contrary view, known as the "Early Return Scenario", is that the REF returns soon after the end of the Second Robotech War, implying a very short Invid occupation. This is the position taken by the novels, comics, and RPG. The main motivation for this position is a lack of ability to explain what might have kept the REF away for so long; surely they would have returned to Earth as soon as they could, since this is the world they were charged with defending. This is indeed a legitimate objection, but does not overturn the explicit time cues in the show and Sentinels that mandate the later return. While the advocates of this contrary position can not dispute the explicit time cues in the show, they choose to either challenge their canonicity by calling them "errors", or make the argument (refuted above) that in Macek's conception, the REF was "supposed" to have left in 2015 or so, in each case respectively ignoring either the show or the Sentinels video. We presume the canonicity of both the show and the Sentinels video in their entirety, and this analysis follows from that presumption. We consider the rejection of one or both as the establishment of an alternate continuity that is outside the scope of the present work. As we will show, reconciling the Sentinels concept with the original series not only completely rules out the early return, but it answers the question of what took the REF so long to come home.

"Born... On A Robotech Ship"

In "The Invid Invasion", an interesting claim made by one of the crewmen on Scott's Horizont. Explaining his indifference to seeing Earth, his "ancestral" homeworld, for the first time, he replies, "Why? We were all born in deep space on a Robotech ship".

This quote has been employed to argue for an early return for the REF, on the basis that it presents a problem for the late return scenario. It has been claimed that these people must have been born before the REF's departure, on a Moon or Mars base, or on the Factory Satellite, because after the REF reached Tirol, they would have been born on Tirol, and not on a Robotech ship.

Firstly, one may dismiss the Moon and Mars bases, as these are not "deep space", or a "Robotech ship", and the Factory Satellite presents difficulties, as it is in Earth orbit in the Sentinels video, and thus while it might qualify as a Robotech ship, would not satisfy the condition of not having seen Earth in nearly twenty years, or those birthed aboard it being born in "deep space", unless one again adopts the late return scenario.

A possibility suggested by some of the early-return advocates is that much of the REF was exploring deep space well before the SDF-3's departure, and that the crews were born in the interim between 2015 and 2022. This is an intriguing possibility, but does not lessen the unanimity with which the late return is evidenced by the show. As discussed above, the explicit cue from "The Invid Invasion" places the REF's return twenty years after the last major deployment of the REF, not the first. Thus, while ships may indeed have been sent out before the SDF-3's launch, the REF must still return twenty years after its launch.

The observation that the late return of the REF, along with the assumption that the Sentinels plot continues as Macek had intended, does produce a problem with the crew being born on or above Tirol rather than in "deep space on a Robotech ship" is indeed a legitimate one. However, this is not a problem with the late return scenario, but the first of a number of problems reconciling the Sentinels plotline with the original Robotech continuity. It suggests that the direct-to-Tirol route that Macek had intended would have been, had the series been completed, the first of a number of contradictions with the original show. On the other hand, if the REF did not take a direct route to Tirol after the launching of the SDF-3, but rather spent several years before reaching Tirol, this contradiction vanishes.

What Sentinels War? The Southern Cross in the Dark

Intriguingly, according to the original show, the Southern Cross Army has no knowledge of any war between the REF and the Invid, and indeed, do not know about the Invid at all. This has important implications on whether or not the Sentinels War took place at all, or if it did, when it occurred relative to the REF's departure and eventual arrival at Tirol.

The first piece of evidence is one of the most damning for traditional incorporation of the Sentinels plotline into the Robotech continuity. In the episode "False Start", the narrator tells us that Space Station Liberty is "Earth's only link to the Robotech defenders that have gone out into the cosmos searching for answers to the puzzling riddle of protoculture". This is a clear reference to the REF, but explicitly contradicts the presumption that the REF is engaging in the Sentinels campaign. The episode "False Start" occurs over six years after the SDF-3's departure, and yet not only is the Sentinels War not mentioned, the REF is described as engaging in an activity that is completely

incompatible with the premise that they are busy liberating the Sentinels' worlds from the Invid. They are still "searching", implying that they have not yet found their objective. The other alternative, that the Sentinels war is finished, is ruled out by the total ignorance of the Invid on the part of the Southern Cross, discussed below.

Along with this quote, the very existence of Liberty, and its description by the narrator as the "link" between the REF and Earth, strongly suggests that the Southern Cross was kept apprised of the activities of the REF, and unless one adopts the outlandish scenario that the REF was lying to the Southern Cross about its activities, it is an inescapable conclusion that Earth knew what the REF was doing at the time.

Whenever we see REF ships return to Earth, there is also a total lack of mention of any war in which the REF is engaged. Carpenter tells Leonard in "Outsiders" that he can expect no more help from the REF, but not that it is because the REF is engaged in a full-scale war. Since only flag officers were in the room with Carpenter, it can not be argued that the Southern Cross leadership knew, but that the war was classified. Furthermore, when a REF fleet returns in "Mind Games" to assist the Southern Cross in response to the original distress call from Space Station Liberty, Emerson apologizes for taking them away from their mission, not their war. Their mission, established in "To the Stars" and the Sentinels video, is not to fight the Invid, but to confront the Masters and prevent another war. We know that these returning ships are REF because we are told that they were responding to the original distress call from Space Station Liberty, which was sent to the REF. Similarly, Scott confirms the existence of waves of REF ships sent to fight the Robotech Masters in "Eulogy", and the subject comes up again in "Ghost Town".

Finally, in the final episodes of the Robotech Masters saga, Leonard is ordered by the Masters to surrender and evacuate Earth, because the Masters need to prepare for the pending arrival for the Invid. Leonard refuses, and muses that Earth had fought the Zentraedi and the Masters, and he's prepared to fight the Invid, "whatever they are". Leonard's ignorance of the very existence of the Invid makes it impossible that the REF had previously, or were currently, engaged in the Sentinels War. Again, unless one invokes a massive conspiracy of silence among the REF officers on Carpenter's ship, and among the entire relief fleet that appears in "Mind Games", there is no reasonable way that the REF could have spent any time fighting the Invid, and for Leonard still not know who the Invid were.

One is forced into the inescapable conclusion that by the end of the Second Robotech War, the REF had not yet encountered or identified the Invid. Either the Sentinels War never took place, or it took place some time after the end of the Second Robotech War.

Does Anyone Have a Map to Tirol?

If indeed the Sentinels War takes place after the Second Robotech War, one might wonder what the REF was doing in the period between the launch of the SDF-3 in 2022 and the onset of the Sentinels War, some time after 2030. One clue lies in some statements made in "To the Stars".

In the final episode of the Macross saga, as the first attempt to launch an expeditionary mission is about to get underway, both Lisa and Gloval explicitly claim that the location of the Robotech Masters' homeworld was unknown. At this point, the

RDF had access to at least one fully functional Zentraedi flagship (Breetai's), and the friendly collaboration of its crew, for two years. If the information on how to locate Tirol, or even the core of the Masters' empire, was to be found in the Zentraedi's data banks or memories, it would have been found by "To the Stars". Clearly, it was not. This presents a quandary: how could the Zentraedi defend an empire whose capital they couldn't find? The solutions to this quandary provide for some entertaining speculation, but are outside the scope of this work. It suffices to recognize that it despite Zentraedi cooperation, the RDF was expecting to have to search for the homeworld of the Robotech Masters.

Barring a massive exploratory expedition prior to the launch of the SDF-3, no new information would have been available to Earth with regard to Tirol's location. Precisely such an expedition has been suggested in the past by members of the "early return" camp, as an attempt to get around the "born out in deep space on a Robotech ship" quote. Though such an early expedition does not in fact reconcile the early return scenario to the "nearly twenty years" quote, it does provide a point of departure for understanding what the REF was doing before it found Tirol some time after 2030.

Indeed, the show explicitly states that the mission of the REF was to search, not for Tirol, but for answers to the riddle of protoculture. The two are not at odds; finding one finds the other. And the quote from "False Start" requires that this search be ongoing as late as 2029. The search may have preceded the SDF-3's departure in 2022, but it must also postdate the SDF-3's launch at least another eight years.

Recognizing this provides a reconciliation of the late return timeline and the "born in deep space on a Robotech ship" quote with the Sentinels premise. The three are not irreconcilable as claimed by the early return advocates, precisely because the show makes it clear that the REF did not directly fold for Tirol, but spent at least eight years in space, more if ships left before the SDF-3, looking for the Masters' homeworld.

The Invid... Whatever They Are

The largest disconnect between the conventional wisdom picture of the Robotech back story and that implicit in the show has to do with the level of knowledge about the Invid. The common assumption is that the Invid and Zentraedi are ancient enemies, engaged in a long Gotterdammerung of destruction and warfare. But is this consistent with the series? In fact, the opposite is required by the show.

Not once in the entire Robotech series, or even the Sentinels video, does a Zentraedi mention the Invid. Furthermore, they clearly did not brief the Earth militaries on the Invid's existence - otherwise, Leonard and other members of the Southern Cross would have known who the Invid were, if only second hand. The show makes it clear that they did not.

Similarly, in the Sentinels video, Rem and Cabell did not immediately recognize the Invid inorganics or transports, and only concluded that they were Invid based on the design of the eye sensor of the Odeon. While this might be expected for the Inorganics, as they are putatively new designs, why were the Invid transports not recognized? Elongated variants of the Mollusk ship seen in "The Invid Invasion", these ships seem to be a fairly uniform, and clearly distinctive, design. And yet they went unrecognized.

The Zentraedi's lack of mention of the Invid, and Cabell's slowness to recognize them, suggest that the Invid have been out of the picture for some time, and that in the interim their mecha and ships have been completely redesigned. It also suggests that the

Invid began their campaign of conquest with Tirol, rather than ended with it, as the usual assumption goes. Otherwise, Rem and Cabell would have received reports of the Invid sweeping through the Galaxy. The Invid advance may have come only with their belatedly learning of the destruction of the Zentraedi armada, a force that vastly outnumbered the fleet we see the Regent sending to Tirol. Only with the Zentraedi gone would the Invid have an opening to attack. Placing the conquest of Tirol at the beginning of the Regent's campaign, rather than at its end, plays into the scenario presented below.

The Five-Year Fold Revisited

One way to delay the beginning of the Sentinels War is to invoke a fold-lag, as per McKinney's "five year fold", to make the REF's jump take more time on the Earth calendar than on their own. If the REF were in hyperspace for eight years, one might argue, then one can dispense with the decade of looking for Tirol.

Unfortunately, this doesn't work. Clearly, the fold-delay between Liberty's broadcast of Earth's distress call, and the return of the REF fleet seen in "Mind Games" and alluded to in "Eulogy", is not a matter of years, but at most of months (and this assumes the REF received the message as soon as it was broadcast). Clearly, if there was a fold lag, there was only the initial one.

But one datum stands out that precludes even an initial long fold lag. Around 2029, as Carpenter's ship is destroyed, Carpenter's aide laments the destruction of the ship, which had been their "home for the last fifteen years". Without a time-lag, this produces a launch date for Carpenter's ship of around 2014, give or take a year or so, consistent with the fact that Earth captured the Factory satellite in 2013. Whereas a fold lag sufficient to have the REF launch from Tirol in 2022, and arrive just in time for Carpenter's ship to return to Earth, would place the launch date of Carpenter's ship around 2007, prior to the launch of the SDF-1. This is clearly inconsistent with the Macross saga. Moreover, once again, in "False Start" we are told that the REF is searching, not in hyperspace.

On the other hand, the long occupation of Carpenter's ship does suggest that elements of the REF may indeed have left Earthspace before the departure of the SDF-3 in 2022.

The realization that the Sentinels War can not begin before the end of the Second Robotech War simply adds one more nail in the coffin of the early return scenario. The REF could not possibly send many of its ships to relieve Earth in 2030 (something seen in "Mind Games", and confirmed in "Eulogy"), go on to fight a massive war against the Regent, and be done and ready to take the fight to Earth in a mere three to five years.

Furthermore, delaying the start date of the Sentinels War removes the main difficulty associated with the late return scenario. As discussed above, though the show mandates that Mars Division return no sooner than around 2040, one is left with the question: "what took them so long?". By recognizing that the Sentinels campaign must start later than 2030, we have the answer - the REF was inextricably entangled in the Sentinels War, and had already sent many of its ships back to help fight the Robotech Masters. This provides a framework for understanding why the REF knew so little about Earth; one can suggest that the Earth deliberately went silent in the hopes of preventing the Invid from noticing them, waiting for the REF to send the all-clear before re-

establishing communications. The REF wouldn't notice Earth's silence until the all-clear was sent, and no reply from Earth came.

Conclusions

We have shown that the show strongly suggests that no Sentinels War could have taken place before the Second Robotech War's conclusion, because the Southern Cross did not know of the war or the Invid, when - had such a war occurred - at least Leonard should have known. The narration explicitly denies that such a war is taking place in 2029, but rather asserts that the REF is still doing what Gloval and Lisa said they would have to do in 2014 in "To the Stars", namely search for the homeworld of the Robotech Masters.

This forces one to either dismiss the Sentinels plotline entirely, or to delay it until 2030 or later. Doing the latter resolves a host of problems in explaining the whys and wherefores of the Robotech universe. Furthermore, the recognition of the long "searching" portion of the REF's mission allows us to finally put to rest the timeline controversy in favor of the one explicitly mandated by the show, namely the late-return scenario.

** This revised timeline is apparently adopted by Harmony Gold as canon since the Shadow Chronicles take place in 2044, which uses the same end year of the Third Robotech War as described in this essay. It can now be considered canon.

The Invid Race

[by Robotech Reference Guide 2060]

MAIN WRITTEN SOURCE MATERIAL:
B-Club#9 - Artmic Design Works, *Robotech Art 3*.
REFERENCE FOR ANIMATION SHEETS:
B-Club#9 - Artmic Design Works, *Entertainment Bible #16*.
COMMENTS:

In the animation sheets, there is only one Invid morphology (body shape) - contrary to what the RPG portrays. The source material lists others, but the evidence from the footage is inconclusive. There is little evidence to back Siembeda's notions of Invid 'stages' in the show itself (see below). Macek does make mention that the after the loss of the sustenance of the Flower of Life, the Invid were horribly mutated; this led to the ideas relating to the Warrior caste.

The remarks on the genetic relatedness of a haploid species are based upon eusocial terrestrial insects like bees and ants - by which Invid culture was clearly inspired.

Most remarks in this section are speculation based upon the show and Macek's notes in *Robotech Art 3*.

CONCLUSION:

Peter chose to abandon the RPG's version of stages as presented, as it is inconsistent with the footage and the animation sheets. However, the basic idea was interesting, and this essay was an attempt to do the same thing, while keeping to the reality that the Invid seem to have the same body shape. Though some sort of 'stage'

concept was apparent in the source material, only two are tentatively seen in the footage and animation sheets. The main one is that seen in the images in the essay. The other (apparently a lower-stage) is briefly seen in its egg in episode #72 ("The Fortress"), and looks much like a Gurab, and may simply be the actual mecha in hermetically sealed bubbles. Research on this matter is ongoing.

Peter's decision to make the Invid males haploid was based on the analogy clearly hinted at in the show between the Invid and hive-based eusocial insects on Earth.

Peter chose to change the role of the pollinator envisioned by Macek in order to better develop the 'symbiotic link' between the Invid and the Flower of Life referred to in the show. As portrayed by Macek and McKinney, the relationship was mainly parasitic (the Invid gave nothing back to the flower). By making the Invid Workers the Flower of Life's pollinators, the 'symbiotic' relationship is enhanced, and the bee analogy of the Invid is extended. The Pollinator was kept on as a creation of Zor, an 'artificial Invid' of sorts. It is probable that the seed of this idea, as well as the general "feel" of Tirolian civilization, were planted in his head by the comic series "Robotech: Genesis - The Legend of Zor" by John and Jason Waltrip.

The 'Sub-queen' caste is an invention of Peter's, based upon the need to have a reproducing female caste. Whatever was in the 'dome' destroyed by Rand in the Invid hive in episode #72 ("The Fortress") that was "screaming at [Ariel]" was a perfect candidate for the Sub-queen. It should be noted that this caste, the only other than the Regent proposed to have a significantly different body shape than the Invid norm, is definitely not seen in the footage.

Tirol

[by Robotech Reference Guide 2060]

MAIN EPISODES USED:
#12, #26, #29, #31, #37 - #60, Sentinels video.
MAIN WRITTEN SOURCE MATERIAL:
Robotech Art 3.
COMMENTS:

The description of Valivarre as a blue-white star - and even its name - is a nod to the McKinney novels. The physical description of the star itself comes from Bowers & Deeming, *Astrophysics I*, based upon the assignation of it as being blue-white. Fantoma was placed at such a distance so as to receive a radiative flux within the narrow liquid-water range, like Earth. Combined with the real physical characteristics of a blue-white star, celestial mechanics gives us the orbital time of Fantoma around Valivarre.

The description of the Fantoma-Tirol system is highly dependent upon the footage and dialogue of the Sentinels video. Exodore tells us that Fantoma is "nearly the size of Jupiter", and the footage shows us how big Fantoma is in the Tirolian sky. From these two facts, and from simple celestial mechanics, we derived Tirol's orbit time around Fantoma - which would be its day, because any terrestrial satellite in orbit around a gas giant and without other satellites of comparable mass will be phase-locked, like Earth's moon is.

The rest of the physical description of the system springs from the subtleties from the video, interpreted through the lens of real planetary physics, taking into account geology, atmospheric science, plasma physics, and the like.

The historical section, including the notes on the Tirolian race, is speculation inspired by the nuances of the show, but is not the only possible interpretation.

Perhaps the most controversial aspect of this file is the Ci'Vonians, their incorporation into the "Disciples of Zor", and their war against the Masters. This section is based on several cues from the show that were written out of other adaptations. Firstly, in episode #26 ("The Messenger"), Exodore tells us "Many years ago, we were exposed to a society very similar to yours, and it nearly destroyed us!" and that exposure to a free and open culture made their soldiers lose the will to fight. In episode #29 ("The Robotech Masters") we see the Masters contemplating what has happened to Zor's battlefortress and the Zentraedi fleets that were sent to recover it. One Master says: "There are two possibilities. Either the disciples of Zor have found the abandoned protoculture factory and have begun a new offensive against our Zentraedi warriors, or the Invid have beaten us to the prize, and now control production of protoculture." The second Master says that there is no evidence that the Invid know where the battlefortress is, to which the third replies: "My only fear would be that Zor's disciples may have mastered the inner secrets of Robotech, and were able to defeat Dolza's vast armada." Finally, in episode #31 ("Khyron's Revenge", we see a follow-up of the discussion of Zentraedi origins which began in "The Robotech Masters", where they conclude that the genetic similarities of Zentraedi and humans points to a common origin. This link is found to be indirect because of the knowledge that the Zentraedi are artificial. According to Gloval, 500,000 years ago a star-faring people created a race of giants as an interstellar police force. "But the newly created race of giants had ideas of their own," Exodore tells us ominously. "Soon they began fighting among themselves," Gloval adds, "but then they realized that they were so superior physically compared to their creators that nothing could stand in their way... the great Robotech civilization collapsed, caught in the crossfire of the fighting giants they created."

The above cues can be interpreted a number of ways. But it should be remembered that these "disciples of Zor", whoever they are, were at one time capable of launching offensives against the Zentraedi fleet (at last count, more than 5 million ships total), and the prospect of a new offensive frightened the Masters.

Our solution was to conflate the forces referred to in the three cues. A free and open society, we suggest, was encountered by the Zentraedi once before, after which a large fraction of their number defected to this world, causing a great conflict between the defecting camp and the loyalists. The rebel Zentraedi, and their micronian patrons, escaped into space and launched a war against the Tirolians and their loyal Zentraedi. The fighting was intense, causing the effective collapse of the Elders' empire. Zor was added as an ideological influence on the rebels (implied by the term "disciple", which implies a philosophical rather than a military relationship), and because of this, the Masters - leading a shrunken and denuded Tirolian empire, derisively called the rebels and their Micronian sponsors the "Disciples of Zor".

The origins of the Micronian race in question are open to interpretation, but we have simply made them the descendants of Tirolian colonists from the pre-Imperial era, for the sake of parsimony.

The time span of 500,000 years was problematic, because *Robotech Art 3* and the Sentinels video implied a timescale of the Tirolian space-faring history as being in centuries, not geological epochs. We noticed that if Zor was operating 700 years ago

(suggested by remarks about the Carbonaran - aka Karbarran - Lron's current age and that when he met Zor in *Robotech Art 3*), the Zentraedi were created approximately 500,000 Tirolian days, or 500,000 orbits of Tirol around Fantoma ago. We supposed that Gloval's remark of 500,000 years was caused by early confusion among Earth's translators as to which body was Tirol's star and the possibility that Tirol used its days as the basis of its calendar, and not its years. It's contrived, but it's the only way we could reconcile timelines that differ by three orders of magnitude.

The idea that Tirol herself was attacked in around 1800 was based on Exodore's statement in the Sentinels video that the Masters themselves have not engaged in actual combat for nearly six generations. Because Exodore was speaking to a human audience, and had been living among humans for twelve years at that point, it is safe to assume that he meant six human generations. We supposed that this attack on Tirol, which forced the Masters themselves to fight, was the last great battle of the war against the "Disciples of Zor".

CONCLUSION:

The choice to move the monopoles from Fantoma's "surface" (as Macek intended) to the rings was a difficult one, but we feel it justified. Everything the Sentinels video tells us about Fantoma leads to the conclusion that it is a gas giant much like Jupiter or Saturn. This being the case, Fantoma would have no solid surface to mine, and the pressures at the altitude of the surface of the hydrogen sea (the boundary between gas and the first liquid on the planet) would be so large as to crush anything that got to that level. Furthermore, the suggestion by Stan Bundy of the existence of a "floating island" of monopoles seemed too outlandish and stereotypically anime. Hence, we felt that the rings were a feasible alternative. In addition, it allowed us to explain the presence of such exotic matter as a captured body that broke up in the rings, pushing away the need to answer the question of its ultimate origins.

It was decided that the Tirolians would be humans transplanted from Earth. The fact that humans and Zentraedi are the same species is established in the Macross segment of the show - leading to the conclusion that the Tirolians, on whose genes the Zentraedi and the triumvirate clones were presumably based, were also of the human species. Similarly, the existence of Praxians in the Sentinels universe further leads to the conclusion that all humanoids are one race transplanted from a single source. Since a fossil record 4.5 million years long testifies to human evolution on Earth (genetic studies trace that back three billion more years), the only rational conclusion was that Tirolians and Praxians had their origin on Earth.

The power that took them from Earth was decided to be a new interpretation of Haydon created by Aubry Thonon - and his race, dubbed by Aubry the "Pretoxians". This essay does not depend upon Aubry's interpretation, though nods are given to it in the references to the "P'tok" and "V'loxia".

Peter's primary motivation in creating the Tirolian history was to avoid the premise so common to second-grade science-fiction that an alien race consists of only one culture, language, historical lineage, and religion, living in an inhabited area of some hundred square miles of capital city on their home world. This fallacy was especially evident in the McKinney novels, and was nacient in Macek's notes. Peter's intent was to allude to a long history as complex and intricate as our own.

The portrayal of the Invid's role in bringing down the empire is radically different from that in the novels. We realized that the Invid had neither the numbers nor the technical superiority to make a real challenge to the five million capital-ship Zentraedi armada, especially considering that the Regent's half of the Invid were defeated by the paltry band of the Sentinels. Similarly, we never see the Zentraedi mention the Invid as one of their adversaries, and the Robotech Masters only discuss them as a serious threat towards the end of the Southern Cross-era episodes. In episode #29, the Invid are not nearly as great a threat in the Masters' mind as the "disciples of Zor". Hence, we have supposed that at least until the fall of Dolza's armada over Earth, that the Invid were a mere nuisance to the Zentraedi and Tirol, and that other powers (the "disciples of Zor") were the main enemy.

Others have supposed that Tirol's population were the triad clones, and all but the old and weak went with the Masters to Earth. This is clearly not the case. First of all, no triads at all were seen on Tirol, and young mothers and children were seen, contrary to Rem's remarks. Similarly, old and infirm clones are seen on the Masters' flagship in the Southern Cross segment of the show. Based on this, we have supposed that the clones on the motherships were an artificial "perfect society" the Masters surrounded themselves with, and the citizens of Tirol were the indigenous population. This is consistent with Musica's longing for the time "before the Triumvirate". We supposed that the exaggerations about the old and weak representing the remaining inhabitants of Tirol stem from a very long life expectancy and a very low birth-rate, which would lead to a "greying" of the population.

Aging Issues

With the expansion of the timeline (see above), this makes many of the people who were in the earlier story arcs to appear much younger than they would be in the later arcs. This can be accounted for advancements in anagathics, the slowing of aging when traveling at light speed and close proximity to protoculture.

For example, T.R. Edwards starts his career during WWIII, before the landing of the SDF-1. Assuming he is 18 during that war in 1998, he would be 64 at the time of his death on Optera in 2043.

Neutron-S Missile

The exact effect one of these missiles has difficult to ascertain. It is established in the Prelude to the Shadow Chronicles that the missile uses neutron star material as the core of the warhead.

For those who don't know, neutron star material is a form of iron that has been compressed under such gravitational force that it has become ultra-dense. A single cm^3 of this stuff weighs over *one million* tons. Theoretically if this material were to be suddenly removed from the gravity of the dead star it was taken from, the compressed potential energy would cause the material to expand out at speeds that rate a good fraction of the speed of light, and would release unimaginable explosive power. That one cubic centimeter of stuff would detonate with enough force to crack the Earth's mantle (estimated).

So what *exactly* does the Neutron-S missile do in the campaign? Let's first take a look at the facts presented in the Shadow Chronicles and its Prelude, since they are considered "primary canon".

1) Ariel shows Scott her Invid genetic memory of the Invid's original homeworld devastated by the exact same weapons. In this scene, the planet is shrouded in dense banks of green clouds, although it is not apparent if that was the natural environment or radioactive clouds. However, since there *is* cloud cover, this means the atmosphere is present, and thus we can be sure the planet is not destroyed. The scene clearly implies that this was the aftereffect, and not showing the planet before the missiles. This is further reinforced by the Regess' statement of recognizing the weapons.

2) When the SDF-3 and the Deukelion test detonate *one* missile on a planet of similar size to Earth in the Omicron sector, the result is the formation of a small black hole.

3) During the last push to reclaim the Earth from the Invid, the REF launch *at least* a dozen Neutron-S missiles at the earth. Luckily, these are destroyed harmlessly by the Regess when she leaves earth with her Invid.

4) In the Shadow Chronicles, Vince Grant detonates the remaining Neutron-S missiles onboard Space Station Liberty. The footage shows *at least eight* missiles in storage there.

5) The detonation of the missile test in the Omicron sector produced a radioactive burst that killed all aboard the Duekelion, although the SDF-3's shields were strong enough or it was out of the lethal range.

In Robotech, it is established that Liberty is the "deep space" station near Jupiter. With the assumption that a single missile creates a black hole, and Vince Grant detonated at least eight missiles in Jupiter's orbit, the resulting black hole would destabilize the solar system to say the least. Jupiter and its moons (and colonies/bases) would definitely be absorbed by the black hole. Such a gravitational pull would also knock Saturn, Uranus and Mars out of their orbits, pull massive amounts of comets and asteroids in-system from the Kuiper Belt as well as pull supermassive coronae from the sun outward, likely roasting the Earth and having the possibility of destroying Mercury. All said and done, without Jupiter there to deflect asteroids and the overall destabilization of the orbital paths of multiple planets, the solar system would quickly become unsafe for habitation.

Glossary

What does that mean? It’s probably listed here.

ASC

Assault Shuttle Craft

Protoculture

In Robotech, protoculture is a form energy derived from an alien plant; also creating a pseudo-symbiotic link between man and machine.

RDF

Robotech Defense Force; the forces that defended earth

REF

Robotech Exploratory Force; the forces that went out looking for the Robotech Masters and participated in the Sentinels war

Reflex Weapon

Weapons of sufficiently high destructive capabilities; primarily the heavy particle beam cannons and thermonuclear reaction missiles. This technology originates from the Karbarrans. The Tirolians rename this to Synchro Cannon.

SBC

Super Dimensional Battlecruiser

SBH

Super Dimensional Heavy Battlecruiser

SCA

Super Dimensional Heavy Cruiser

SCG

Super Dimensional Guided Missile Cruiser

SCL

Super Dimensional Light Cruiser

SCS

Super Dimensional Scout Cruiser

SDD

Super Dimensional Destroyer

SDF

Super Dimensional Fortress

SDG

Super Dimensional Guided Missile Destroyer

SLA

Super Dimensional Assault Transport

SLDG

Sublight Missile Destroyer

Super Dimensional

Space-fold capable vessel

TSC

The Armies of the Southern Cross

UEG

United Earth Government

Chapter 17 – Apocrypha

This chapter has fiddly-bits of additional information pertaining to places, races or other things that have less relevance in the current timeline campaign, but are still significant enough to have what little information there is listed.

After all, Breetai states that the Zentraedi have waged war against a thousand worlds and fought hundreds of thousands of species. While this may be an inaccurate count, it does support the theory that the Milky Way is *full* of sentient life.

Rel'nar

Rel'nar is a planet where evolution allowed for the rise of a humanoid species that developed into an industrial age level technology.

At some point, their planet was visited by the Invid with the scientist Tokalyan establishing an outpost on this world. He established a Genesis Pit and began conducting

experiments in evolution where he produced numerous gigantic monstrous beings from the world's prehistoric past. This was with the intention of gifting the world to the Regess as a new home but should that fail he intended to use it as a base of operations. The activities of the Invid attracted the attention of the Zentraedi who dispatched a scout to visit the planet where the warrior was mortally wounded by one of the monsters but managed to escape.

Returning to the fleet, he gave his report to Breetai before dying who decided to visit the planet himself in order to learn what had killed the warrior. His battle pod would be shot down by the native Rel'narians. They managed to communicate with the Zentraedi commander who offered his assistance in fighting the terrors that attacked their cities. Whilst he did so, he was knocked unconscious by the Invid who abducted him but he managed to escape from their Hive. Aiding the Rel'nar, he helped in the construction of a hybrid Rel'nar/Zentraedi satellite in order to summon his fleet. The Zentraedi forces were instrumental in the destruction of Tokalyan's Hive leading to his death and freeing the planet from the Invid threat.

After the destruction of the Invid on Rel'nar, Breetai continued with his mission in searching for the lost SDF-1. This even took place sometime between 1998 and 2009.

V'loxia

A dragon-like people that warred with the Tirolians and Karbarrans from 1274-1306 C.E. It is stated their borders held a hundred inhabited worlds and the Tirolians wiped the entire race out at the conclusion of their war.

It is quite possible that some amount of this race survived on the far side of their domain, may have even been cloned by Tirolians or even taken by the Regent for his wife's "zoo".

Chapter 18 – Using this book in Macross 2050

The first question any purist Macross fan would ask is “why?”. The Robotech saga saw many different advancements in technology that were not found in Macross; most of which could have actually happened. One such example is the continued evolution of the Destroid series. It is quite possible that one of the UN colonies chose to advance Destroids instead of VFs due to their economy or because of geographic advantage or necessity.

Another possibility to use this is that the Sentinel races to exist in areas of the galaxy not yet explored by the UN. Some of these races may have been created or altered by the Protoculture during the development of their genetics program. Others might have

once been dominated by the Protoculture as a servitor race, or possibly even *be* the remnants of the Protoculture themselves.

Robotech isn't so bad once you get past the storyline contradictions, the bad dubbing, the timeline errors and the atrocious Reba West singing...

Optionally, ignore the story and races, and just use the mecha.

Resources

Thank you everyone! Here is a list of places I have drawn information and images from to compile this RPG and sourcebooks. There are several other sites I have drawn upon that are no longer there, or I have simply forgotten which ones they were. All of these are great websites for additional pictures and information for using Robotech in other game systems, so please visit them.

All links included from the other books, and:

The Unofficial Robotech 2060 Reference Guide (a HUGE help for this sourcebook)
http://www.xs4all.nl/~ptn/robotech.html
Robotech.com http://www.robotech.com/
Robotech Research.com http://www.robotechresearch.com/

Japanese Sources:

- **Macross: Perfect Memory** © 1983 by Minori Library, Big West and MBS.
- **Macross: The Movie**, a.k.a. *The Macross Gold Book*, © 1984 Shogakukan. ISBN4-09-170501-4
- **This is Animation #3: The Super Dimensional Fortress-1: Macross** © 1983 Shogakukan. ISBN4-09-101506-9
- **This is Animation #5: The Super Dimensional Fortress-1: Macross** © 1983 Shogakukan. ISBN4-09-101508-5
- **This is Animation #7: The Super Dimensional Fortress-1: Macross** © 1983 Shogakukan. ISBN4-09-101510-7
- **This is Animation #11: Macross '84 Summer** (DYRL) © 1984 Shogakukan. ISBN4-09-101514-X
- **This is Animation Special: Macross Plus** © 1995 Shogakukan. ISBN4-09-101581-6
- **This is Animation: Macross - Original Illustration** © 1983 Shogakukan. ISBN4-09-199522-5
- **Entertainment Bible#51: Macross** © Bandai. ISBN4-89189-204-8
- **Mediax Mook 53: Macross Digital Mission VF-X** © 1997 Mediax, © 1997 P's PSYTEC inc. ISBN4-89613-753-1
- **This is Animation #10: Super Dimension Cavalry: Southern Cross** © 1984 Shogakukan. ISBN4-09-101513-1
- **My Anime** Magazine, September 1983 - September 1984 © 1983/84 Akita Shoten.
- **My Anime** Magazine, "Southern Cross" insert, June 1984 © 1984 Akita Shoten.

- **The Anime** Magazine, November 1983 - November 1984 © 1983/84 Kindaieiga-sha.
- **Animedia** Magazine, June, September 1984, © 1984 Gakken.
- **Animec** Magazine, October 1983 - September 1984, © 1983/84.
- **Out** Magazine, October 1983 - September 1984, © 1983/84.
- **Animage** Magazine, August, September, November, December 1983 / April - September 1984, © 1983/84 Tokuma Shoten.
- **B-Club Special #9: ARTMIC Design Works**, a.k.a *Artmic Bible*, © 1987 ARTMIC, published by Bandai. ISBN 4-89189-325-7
- Animedia's **Genesis Climber MOSPEADA Color Graffiti**, © 1984 Gakken.
- **Entertainment Bible#16: ARTMIC 1** © Bandai. ISBN4-89189-099-1. pp. 2-9, 19-57
- **Genesis Climber MOSPEADA book**, Hong Kong or Taiwan.
- **Gakken "File for Animeca"** vol. 2
- **Official Art of Megazone 23** vol. 1, © Oidoru-ARTMIC, published by LARK Mechanical Manual.
- **Official Art of Megazone 23 Part II** vol. 2, © Oidoru-ARTMIC, published by LARK Mechanical Manual.
- **B-Club Special: Megazone 23, Parts I, II, and III Perfect Data Book** © Victor, ARTMIC, AIC. Published by Bandai. ISBN4-89189-476-8.
- **Megazone 23** © 1985 Kindaieiga-sha. 66587-36.
- **Megazone 23 Part II** © 1986 Kindaieiga-sha. 05318-7.

American Art Books:

- **Robotech Art 1** © 1986 Kay Reynolds and Ardith Carlton, published by Donning Books. ISBN0-89865-412-2
- **Robotech Art 2** © 1987 Kay Reynolds (ed.), published by Donning Books. ISBN0-89865-417-3, pp. 67-109.
- **Robotech Art 3** © 1988 Carl Macek, published by Donning Books. ISBN0-89865-575-7

American Role-Playing Game Books:

- **Robotech: The Role-Playing Game** © 1983, 1984, 1985, 1986 Kevin Siembeda, published by Palladium Books. ISBN0-916211-21-5
- **The Robotech RPG Book Two: RDF Manual** © 1983, 1984, 1985, 1986, 1987 Kevin Siembeda, published by Palladium Books. ISBN0-916211-23-1
- **The Robotech RPG Book Three: Zentraedi** © 1983, 1984, 1985, 1986, 1987 Kevin Siembeda, published by Palladium Books. ISBN0-916211-22-3
- **The Robotech RPG Book Four: Southern Cross** © 1983, 1984, 1985, 1986, 1987 Kevin Siembeda, published by Palladium Books. ISBN0-916211-27-4

- **The Robotech RPG Book Five: Invid Invasion** © 1983, 1984, 1985, 1986, 1987, 1988 Kevin Siembeda, published by Palladium Books. ISBN0-916211-28-2
- **Robotech II: The Role-Playing Game - The Sentinels** © 1983, 1984, 1985, 1986, 1987, 1988 Kevin Siembeda, published by Palladium Books. ISBN0-916211-33-9
- **Robotech II: The Sentinels - REF Field Guide** © 1983, 1984, 1985, 1986, 1987, 1988, 1989 Kevin Siembeda, published by Palladium Books. ISBN0-916211-36-3
- **Robotech: The Shadow Chronicles** © 2008

Other American Sources:

- **Robotech II: The Sentinels - The Illustrated Handbook**, volumes 2 and 3, © 1991 Malibu Graphics, published by Eternity Comics.
- **Robotech II: The Sentinels - The Malcontent Uprisings**, Issues 1-12, © 1990 Malibu Graphics, published by Eternity Comics.
- **Sentinels Animation Sheet** used in Valivarre file provided by Alex Fauth. Original source unknown.

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